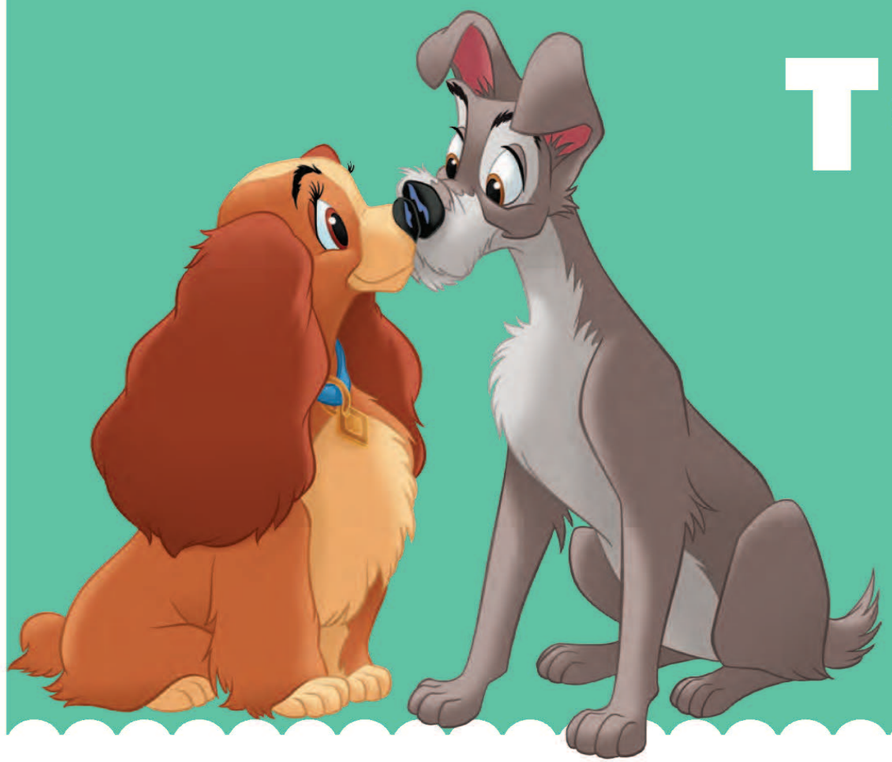
Disney

Classics



TOOL KIT

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GETTING TO KNOW DISNEY CLASSICS

GETTING TO KNOW DISNEY CLASSICS

WHICH PROPERTIES ARE DISNEY CLASSICS?

Disney Classics can refer to any Disney film created using classic animation between the years 1937 and 2000–excluding the Disney Princess and Pixar films. Disney Publishing Worldwide focuses on the following ten properties as Core Classics:

Disney Pinocchio

Disney DUMBO

Disney Bambi

Disney ALICE in WONDERLAND

Disney Peter Pan

Disney Lady and the TRAMP

Disney 101 DALMATIANS

Disney THE JUNGLE BOOK

Disney THE ARISTOCATS

Disney THE LION KING

© Disney

GETTING TO KNOW DISNEY CLASSICS

WHICH PROPERTIES ARE DISNEY CLASSICS?

Disney Publishing Worldwide also celebrates the following properties as part of the Disney Classics franchise:

Fantasia

The Sword in the Stone

Robin Hood

The Rescuers

The Fox and the Hound

The Great Mouse Detective

Oliver & Company

The Rescuers Down Under

The Hunchback of Notre Dame

Hercules

The Emperor's New Groove

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GETTING TO KNOW DISNEY CLASSICS

WHICH PROPERTIES ARE NOT DISNEY CLASSICS?

The following franchises and properties are not currently a part of Disney Classics:

- Disney Princess films, including *Snow White and the Seven Dwarfs*, *Cinderella*, *Sleeping Beauty*, *The Little Mermaid*, *Beauty and the Beast*, *Aladdin*, *Pocahontas*, and *Mulan*
- Walt Disney Animation Studios features released after 2000, including *Lilo & Stitch*
- Standard characters (Mickey & Friends), with the exception of Mickey's appearance in "The Sorcerer's Apprentice" sequence in *Fantasia*
- Direct-to-DVD films
- Pixar films
- *Tarzan*—no publishing rights available
- Live-Action films, including *The Nightmare Before Christmas*

© Disney

PROPERTY-MIXING RULES

DISNEY PRINCESS AND DISNEY CLASSICS

Disney Princess–centered stories should not be branded Disney Classics. Multiproperty titles, like collections, can feature both Princess and Classics characters, but the general Disney logo must be used.

Please visit the Disney Princess Tool Kit for more information.

DISNEY VILLAINS AND DISNEY CLASSICS

Disney Villains–centered stories should not be branded Disney Classics. Villains stories may use the age-appropriate Villains logo or film logo. However, Villains may still appear as supporting characters in their respective Classics stories.

Please visit the Disney Villains Tool Kit for more information.

LIVE-ACTION ADAPTATIONS AND DISNEY CLASSICS

Assets for the Disney Classics animated films should not be mixed with those for their respective live-action adaptations.

Please visit the Live-Action Property pages for more information.

© Disney

HOLIDAYS

Refer to this chart to see which holidays Disney Classics characters can celebrate. All portrayals of holidays and seasons must stay true to the location and time period of each property.

PROPERTY	CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
101 Dalmatians	YES	YES	YES	YES	YES	
Alice in Wonderland	YES*	YES* (ALL HALLOWS' EVE)	YES*	YES*	YES	
The Aristocats	YES	NO	NO	YES	YES	
Bambi	NO	NO	NO	NO	YES	
Dumbo	YES	YES	YES	YES	YES	Thanksgiving
The Emperor's New Groove	NO	NO	NO	NO	YES	
Fantasia	NO	NO	NO	NO	YES**	
The Fox and the Hound	YES	YES	YES	YES	YES	Thanksgiving
The Great Mouse Detective	YES	NO	YES	YES	YES	
Hercules	NO	NO	NO	NO	YES	
The Hunchback of Notre Dame	YES	NO	NO	YES	YES	
The Jungle Book	NO	NO	NO	NO	NO	
Lady and the Tramp	YES	YES	YES	YES	YES	Thanksgiving
The Lion King	NO	NO	NO	NO	YES	
Oliver and Company	YES	YES	YES	YES	YES	Thanksgiving
Peter Pan	YES*	YES* (ALL HALLOWS' EVE)	YES*	NO	YES	
Pinocchio	YES	NO	NO	YES	YES	
The Rescuers & The Rescuers Down Under	YES	YES	YES	YES	YES	Thanksgiving (for stories set in the United States)
Robin Hood	YES	NO	NO	YES	YES	
The Sword in the Stone	YES	NO	NO	NO	YES	

* For these properties, either all holidays must be celebrated in the "real world" of the film, or the real-world characters (like Alice and the Darlings) must bring knowledge of the holiday to the fantastical-world characters (like the inhabitants of Wonderland and Never Land).
** This only applies to the sequence "The Nutcracker Suite," which portrays the changing of the seasons. For all other storytelling, please check with the DPW Classics franchise lead.

© Disney

EDITORIAL GUIDELINES

OPA CHEAT SHEET: DOS AND DON'TS

WHILE IT IS IMPORTANT TO READ THE ENTIRE TOOL KIT, HERE ARE SOME TIPS AND TRICKS FOR AVOIDING COMMON MISTAKES IN OPA:

DOS

- **Do** provide text translations for cover and interiors.
- **Do** use the latest art pools provided in this tool kit for covers and interiors.
- **Do** copyedit and grammar check your work before submitting.
- **Do** put as much information in Pub Planning as possible.
- **Do** plan for possible additional review.

DON'TS

- **Don't** mix art styles on cover or in the interior.
- **Don't** use old film logos.
- **Don't** include characters outside of the Disney Classics franchise in Disney Classics–branded titles.

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COPYRIGHT INFORMATION

ALL PROPERTIES COPYRIGHT REGULATIONS

Preferred:

Copyright © [PUB DATE] Disney Enterprises, Inc.
All rights reserved.

Also acceptable if space is short:

© [PUB DATE] Disney Enterprises, Inc. All rights reserved.
or
© [PUB DATE] Disney Enterprises, Inc.
or
© [PUB DATE] Disney

Please note that the following properties may require different or additional copyrights: *101 Dalmatians*, *The Aristocats*, *The Great Mouse Detective*, *The Lion King*, *The Rescuers*, and *The Rescuers Down Under*. Please check their individual sections for rules.

© Disney

LYRICS PERMISSIONS

Please remember that lyrics from the music used in Disney Classics films are NOT available for free use. Please contact your local territory manager to discuss permissions and associated fees.

DISNEY-OWNED SONGS

- Disney-owned song titles may generally be used as titles with no fee attached, with some exceptions. Please check in with the licensing team before use.
  Example: Title of a book can be *Circle of Life* but not "Till We Find Our Place".

- Donna Romero, Disney Music Group Licensing Manager, can assist with Disney-owned lyric reprint fees: Donna.K.Romero@disney.com

BOURNE MUSIC-OWNED SONGS

- Publishing rights for both song titles and lyrics from select films are owned by Bourne Music and not Disney. Usage of any kind will require permission and a fee. Consequently, usage of song titles and lyrics from the following are generally discouraged:
  - *Pinocchio*
  - *Dumbo*

- Wendy Leitman can assist with Bourne Music queries: wendy.leitman@disney.com

© Disney

SENSITIVITY GUIDELINES

SENSITIVITIES UPDATE

Some Classics properties are currently receiving sensitivity updates. Please check GTL records to ensure files are currently available and up-to-date.

CULTURAL GUIDELINES

Some Disney Classics properties include outdated cultural depictions, and stories set in those worlds require additional reviews from cultural consultants or sensitivity readers. If you are creating new content for any of the properties listed below, please make room in your production schedule for additional review time.

- *Fantasia*
- *Dumbo*
- *Peter Pan*
- *Lady and the Tramp*
- *The Jungle Book*
- *The Aristocats*
- *The Lion King*
- *The Hunchback of Notre Dame*
- *The Emperor's New Groove*

OTHER SENSITIVITIES

Disney Classics storytelling should try to avoid including mature elements such as extreme violence, alcohol consumption, and smoking. Please see each individual property's section for more specific guidance, and review all content carefully to ensure it lines up with current standards.

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NUTRITIONAL GUIDELINES

If you are featuring new recipes in your project, please allow for additional review time. Recipes require review from a nutritionist. For more information, please reach out to Global Operations.

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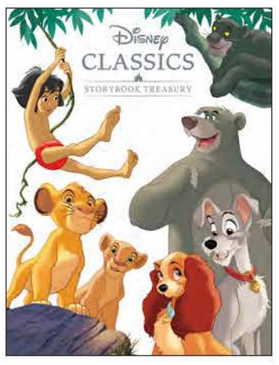
MULTIPROPERTY GUIDELINES AND TITLES

GENERAL MULTIPROPERTY GUIDELINES

- For titles that feature characters from two or more Disney Classics, and also exclude characters from other franchises like Disney Princess and Pixar, the title can use Disney Classics branding.
- While Disney Classics characters can be in the same book, they cannot interact or appear to exist in the same world. Do not put multiple Classics characters in the same stories or on the same environmental background in art.

DISNEY CLASSICS MULTIPROPERTY TITLES



DISNEY CLASSICS STORYBOOK TREASURY

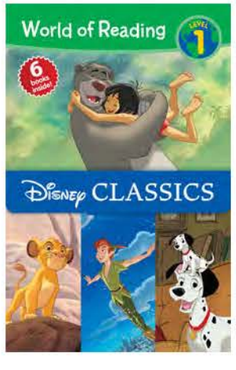
9781484789605

Ages 3–5

5-MINUTE DISNEY CLASSIC STORIES

9781368006767

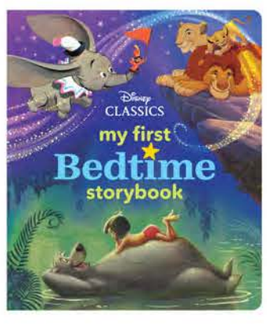
Ages 6–8



DISNEY CLASSIC CHARACTERS LEVEL 1 BOXED SET

9781484799215

Ages 6–8



MY FIRST DISNEY CLASSICS BEDTIME STORYBOOK

9781368028103

Ages 3–5

© Disney

DESIGN AND ART GUIDELINES

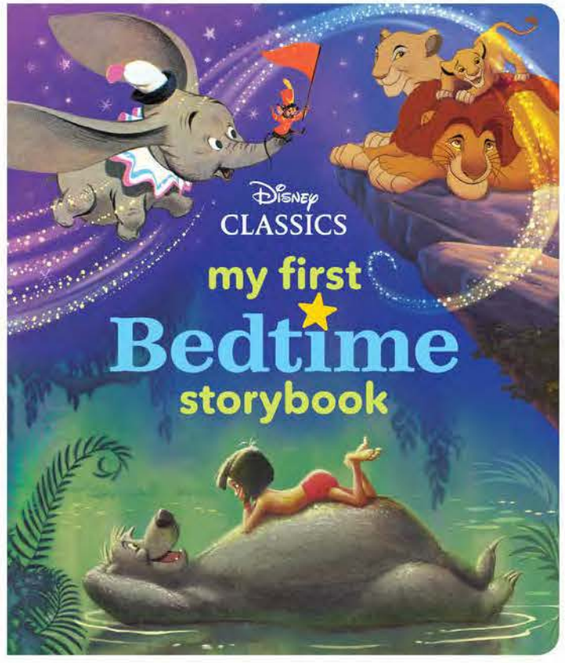
DESIGN GUIDELINES

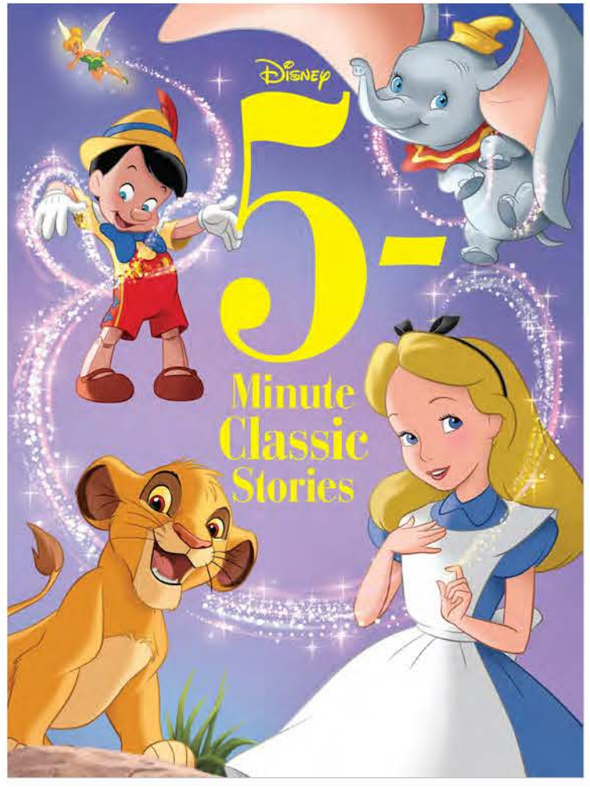
MULTIPROPERTY DESIGN GUIDELINES

- A multiproperty cover can't show characters from different Classics films inhabiting the same four-color background or environment as the background.

- A multiproperty cover can show characters from different Classics films in one-color and two-color environments; a graphic one-, two-, or four-color background; or individual four-color backgrounds.

EXAMPLES OF APPROVED COVERS





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HOW ART IS LAYERED

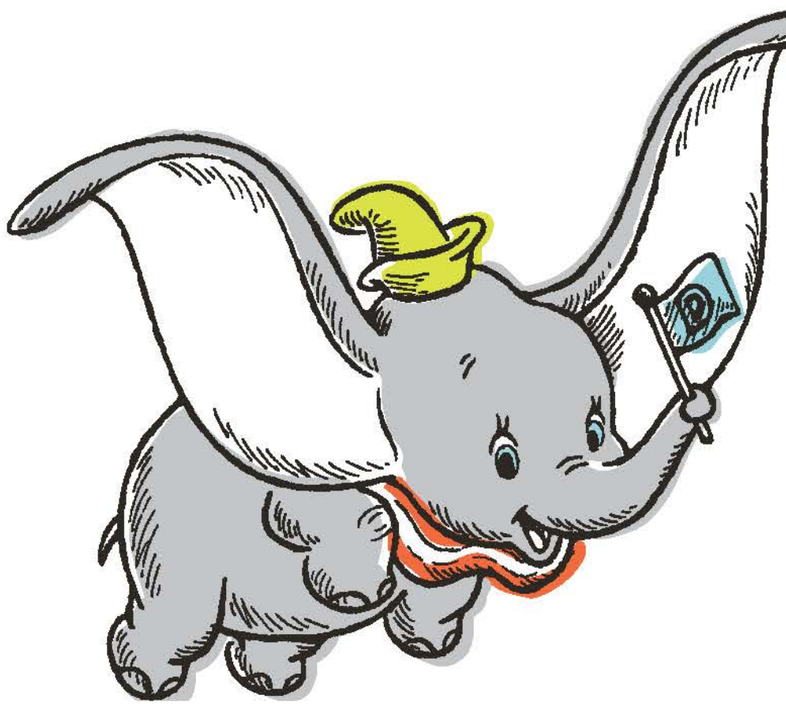
- All the assets we create are layered by character, shadows, and backgrounds.
- This gives the flexibility to creatively explore the possibilities for different product needs.

© Disney

ART-MIXING RULES: ART STYLE

- DO NOT mix art styles.
- Covers and interiors should have consistent art styles. When publishing a collection of stories with various styles, use the DPW art style on covers and title pages.

Disney Publishing Worldwide (DPW)



Stylized

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KEY ART POOLS

SPOT ART POOLS

DISNEY CLASSICS SPOT ART POOL

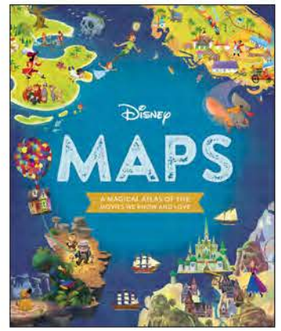
978DPWCCPB178

A spot art pool featuring character art from Disney Classics films

DISNEY ANIMALS SPOT ART POOL

978DPWCCPB892

A spot art pool featuring animal characters from across all Disney properties



DISNEY CLASSICS MAPS

978DPWCCPB436

Features map spreads and in-world facts from Disney films, including Classics like *Dumbo*, *Peter Pan*, *101 Dalmatians*, and more

DISNEY CLASSICS MAZE POOL

MAG0000343

Features rich pool of mazes based on Disney films, including Classics like *Pinocchio*, *Dumbo*, *Bambi*, and more

DISNEY CLASSICS LEARNING ART POOL

978DPWCCPB536

A spot art fool featuring character poses, backgrounds, and objects from Disney Classics films

DISNEY VILLAINS SPOT ART POOL

978DPWVIPB830

A spot art pool featuring all of the classic Disney Villains in our house style , including Classics Villains like Cruella, Captain Hook, and more

DISNEY AND PIXAR VEHICLES ART POOL

978DPWDPPB053

Features vehicle art and character facts from Disney films, including Classics like *Dumbo*, *Peter Pan*, *101 Dalmatians*, and more

DISNEY CLASSICS SPOT ART POOL #2

978DPWCCPB641

A spot art pool featuring full-color and black and white character art from Disney Classics films.

COVER POOL

DISNEY CLASSICS COVER POOL

978DPWCCPB840

A cover pool containing covers for animated Disney films such as *The Lion King*, *Dumbo*, *The Jungle Book*, and other Disney Classics

© Disney

LOGOS

For further guidance on the appropriate logos to use for Disney Classics properties, please reach out to Global Operations.

© Disney

PINOCCHIO (1940)

Next anniversary: Eighty-fifth in 2025

After a fairy grants puppet-maker Geppetto's wish to bring his wooden puppet Pinocchio to life, Pinocchio must prove that he can be brave, truthful, and unselfish to become a real boy.

© Disney

PLOT SYNOPSIS

Wood-carver Geppetto builds a puppet and names him Pinocchio. One night, the lonely Geppetto wishes upon the Wishing Star for his new puppet to become a real boy. The Blue Fairy hears his wish and brings little Pinocchio to life as a talking puppet with no strings. She even promises that if Pinocchio proves himself brave, truthful, and unselfish, she will turn him into a real boy. To help Pinocchio achieve his goal, the Blue Fairy makes Jiminy Cricket Pinocchio's conscience. It's Jiminy's job to watch over Pinocchio and keep him out of trouble. Geppetto is overjoyed that Pinocchio has come to life and welcomes him into his family.

But just as Pinocchio heads to his first day of school, two strangers named Honest John and Gideon encourage him to become an actor in the evil Stromboli's puppet show instead. Against Jiminy's warnings, Pinocchio joins the show, and he's a big hit. But afterward, Stromboli locks him in a cage and refuses to let him leave. Jiminy and the Blue Fairy rescue Pinocchio, but Pinocchio is dishonest with the Blue Fairy about why he ignored his conscience, and his nose grows with every lie. The Blue Fairy forgives him and offers him a second chance to prove himself.

But Pinocchio once again gets tricked by Gideon and Honest John; they convince him to go to Pleasure Island, a seemingly delightful paradise. But Pinocchio and Jiminy soon discover that the boys on the island are being turned into donkeys. He and Jiminy escape once more and go home—only to learn that Geppetto, while searching for Pinocchio, was swallowed by a gigantic whale, Monstro. Pinocchio rushes to help Geppetto and heroically sacrifices himself to save his life. The Blue Fairy rewards Pinocchio's selflessness by turning him into a real boy, and he lives happily with Geppetto and his new family.

© Disney

GUARDRAILS

WORLD RULES

- Puppets and toys cannot talk in this world if they do not receive a magical gift of life, like Pinocchio does.
- Animals who are not shown speaking within the film, including Figaro, Cleo, and Monstro, cannot talk to humans. This does not apply to animals who do speak in the film, like Jiminy Cricket, Honest John, and Gideon.
- Magic and other fantasy elements do exist in this world, as seen via the Blue Fairy, certain animals' ability to act like humans, and boys transforming into donkeys, and this can be explored in extension stories. However, make sure to clear ideas with the DPW Classics franchise lead.

OTHER FILM AND TV APPEARANCES

- Assets from the live-action film *Pinocchio* should not be mixed with assets from this film.
- The character Jiminy Cricket makes other appearances in film and TV, including in *Fun and Fancy Free* and *Mickey's Christmas Carol*. However, before creating stories that cross to other properties or using non-*Pinocchio*-affiliated assets for Jiminy, please clear with the DPW Classics franchise lead; they will review on a case-by-case basis.
- Figaro also appears as Minnie Mouse's cat in various shorts, and in *Mickey Mouse Clubhouse* and *Minnie's BowToons*. However, please only use Figaro assets affiliated with *Pinocchio* in *Pinocchio*-branded titles. For further questions about Figaro's Mickey & Friends appearances, consult with the DPW Mickey & Friends franchise lead.

© Disney

GUARDRAILS

HOLIDAYS AND SEASONAL USAGE

- Characters from *Pinocchio* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	NO	NO	YES	YES	NONE

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** show Pinocchio as a relatable, good-hearted, and curious character who learns from his mistakes and bravely helps his family and friends.
- **Do** highlight the strong father-son relationship between Geppetto and Pinocchio, and the friendships between Pinocchio and Jiminy Cricket, Figaro, and Cleo.
- **Do** use theming of believing in yourself and your dreams; being brave, unselfish, and truthful; and listening to your inner voice.

DON'TS

- **Don't** lean into language about passively "wishing upon a star" and fate being the only key to your dreams.
- **Don't** focus on child endangerment, especially in the puppet show and Pleasure Island sequences.
- **Don't** use mature imagery from the film, including alcohol, smoking, guns, and characters making comments about or flirting with female puppets.
- **Don't** show Tobacco Row on Pleasure Island, which includes harmful, outdated cultural depictions.
- **Don't** focus on the characters Stromboli and Lampwick outside of retellings, given concerns regarding harmful stereotypes and mature elements.

© Disney

CHARACTER SIZE CHART

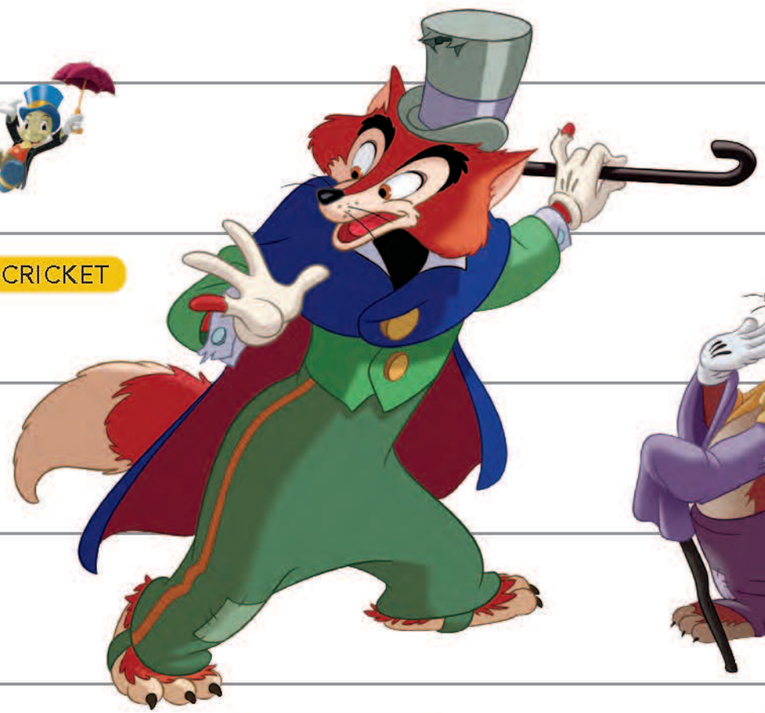
FIGARO

CLEO

GEPPETTO

PINOCCHIO

JIMINY CRICKET



HONEST JOHN

GIDEON

THE BLUE FAIRY

© Disney

CHARACTER BIOS

PINOCCHIO

Pinocchio is a cheerful, curious puppet created by Geppetto and brought to life by the Blue Fairy. Before Pinocchio can become a real boy, he must prove that he's brave, selfless, and truthful. Pinocchio quickly shows his friendly nature and curious mind by bonding with Geppetto, Figaro the cat, Cleo the fish, and his conscience, Jiminy Cricket. But even though he sets out to prove he can be a real boy with good intentions, his naivete and quickness to trust strangers derail his mission more than once. He even lies to the Blue Fairy, causing his nose to grow each time he's dishonest, and falls for the allure of Pleasure Island. But thanks to the Blue Fairy's forgiveness, Jiminy Cricket's advice, and his love for Geppetto, Pinocchio realizes that selfishness and lying only lead to trouble. He mends his ways when he heroically rescues Geppetto and his friends from Monstro, and his brave, selfless act allows him to become a real boy and start a happy new life.

QUOTES

- "I can move! I can walk! I can talk!"
- "Someday, I'm gonna be a real boy!"
- "Oh, look! My nose! What's happened?"
- "I'm a real boy!"

© Disney

CHARACTER BIOS

GEPPETTO

Geppetto is an upbeat, caring wood-carver, known for bringing joy to others with his creations. But even with beloved pets Figaro and Cleo at his side, he longs to be a father, leading him to build Pinocchio. After he wishes upon a star for Pinocchio to come to life, the Blue Fairy, recognizing his kind heart, grants his request. Geppetto is ecstatic that Pinocchio has become a walking, talking puppet and immediately treats him as a son. When Pinocchio goes missing, Geppetto bravely embarks on a mission to find him, but he ends up trapped inside Monstro the whale. After Pinocchio sacrifices himself to save his father, Geppetto is devastated—but his sorrow quickly turns to joy when Pinocchio finally transforms into a real human boy.

QUOTES

- "Now, I have just the name for you—Pinocchio."
- "The Wishing Star! Star light, star bright . . . first star I see tonight . . . I wish I may . . . I wish I might . . . have the wish I make tonight! Figaro, you know what I wished? I wished that my little Pinocchio might be a real boy! Wouldn't that be nice? Just think . . . a real boy."
- "You're alive! And . . . and . . . you are a real boy!"

© Disney

CHARACTER BIOS

JIMINY CRICKET

Jiminy Cricket is a tiny traveler who finds himself at Geppetto's home when looking for a warm place to stay. Realistic and practical, he has a strong moral compass and volunteers to become Pinocchio's conscience, helping him choose between right and wrong. Despite moments of frustration with Pinocchio when the wooden boy tells lies or ignores his advice, Jiminy ultimately remains loyal to him, helping him escape both the puppet show and Pleasure Island, and accompanying him to the bottom of the ocean to rescue Geppetto. When Pinocchio becomes a real boy, Jiminy receives a golden badge for his good work, courtesy of the Blue Fairy.

QUOTES

- "I'll bet a lot of you folks don't believe that, about a wish coming true, do you? Well, I didn't, either."
- "A conscience is that still, small voice that people won't listen to."
- "Yep, temptations. They're the wrong things that seem right at the time."
- "Go ahead. Make a fool of yourself, and maybe you'll listen to your conscience."

© Disney

CHARACTER BIOS

FIGARO

Figaro is Geppetto's beloved, playful, and sometimes spoiled cat. He's extremely loyal to his owner, always by his side, and has a sibling dynamic with Cleo the fish, often teasing her. He's at first jealous of Geppetto's love for Pinocchio, but he soon comes to care for the boy deeply and treat him as another family member.

CLEO

Cleo is Geppetto's pet fish, whom he calls his water baby. She's very affectionate, always demonstrating how much she loves her family—even to Figaro, who often teases her like a sister. She immediately takes a shine to Pinocchio and is overjoyed when he becomes a real boy.

© Disney

CHARACTER BIOS

THE BLUE FAIRY

Compassionate, gentle, and wise, the Blue Fairy grants Geppetto's wish by gifting Pinocchio with life and tasks the puppet with proving he's brave, truthful, and unselfish so he can become a real boy. She assigns Jiminy Cricket as Pinocchio's conscience and gives him new clothes to wear. She checks in on Pinocchio when he gets trapped at the puppet show. He lies to her about how he ended up a prisoner, causing his nose to grow—but even though she sternly admonishes him, she ultimately forgives him and offers him a second chance, restoring his normal nose and helping him escape. When Pinocchio fulfills the mission, her magic turns him into a real boy.

QUOTES

- "Little puppet made of pine . . . wake! The gift of life is thine!"
- "I dub you Pinocchio's conscience . . . Lord High Keeper of the Knowledge of Right and Wrong . . . counselor in moments of temptation . . . guide along the straight and narrow path."

© Disney

CHARACTER BIOS

HONEST JOHN GIDEON

J. WORTHINGTON FOULFELLOW (HONEST JOHN) AND GIDEON (GIDDY)

A villainous fox and cat duo who love to trick people to make money. They convince Pinocchio to join the puppet show, and later they recruit him to go to Pleasure Island. Honest John is the craftier, smooth-talking leader, while Giddy is the silent yes-man.

MONSTRO

A gigantic "whale of a whale," who swallows Geppetto, Figaro, and Cleo while they're searching for Pinocchio. He terrifies all the other sea creatures.

© Disney

CHARACTER BIOS

STROMBOLI

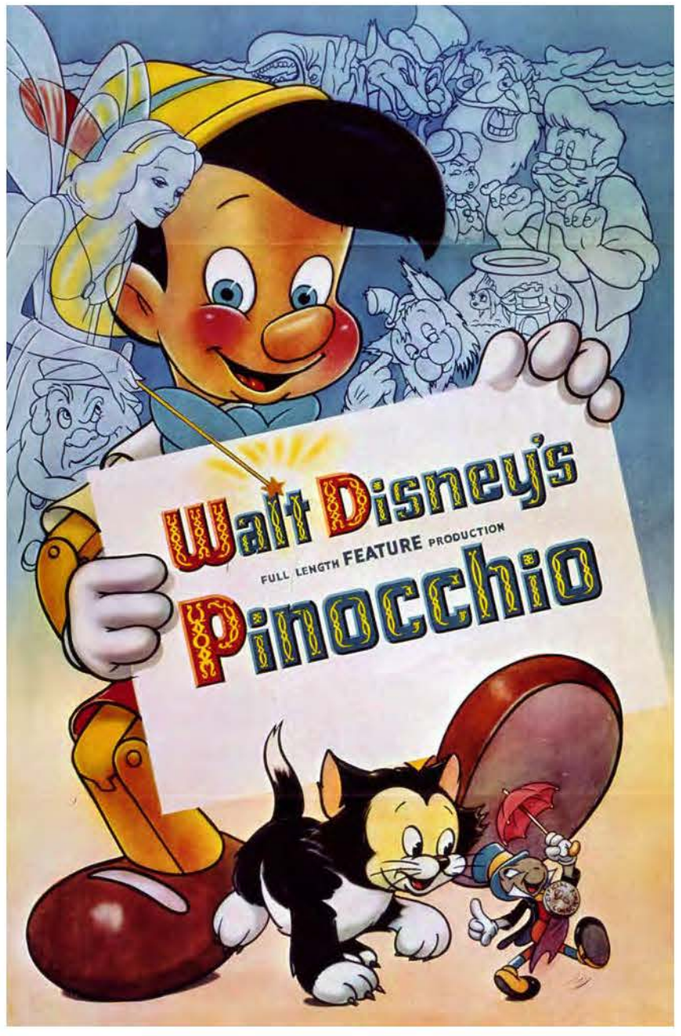
A scheming, cruel traveling puppeteer who runs a marionette show. He conducts Pinocchio in his first musical performance but then tricks Pinocchio into becoming his prisoner.

LAMPWICK (LAMPY)

A street-smart, talkative young boy who goes with Pinocchio to Pleasure Island. He's a bad influence on Pinocchio, encouraging him to misbehave. While he acts very arrogantly, once he turns into a donkey, he becomes fearful and asks for his mother.

© Disney

VINTAGE MOVIE POSTERS



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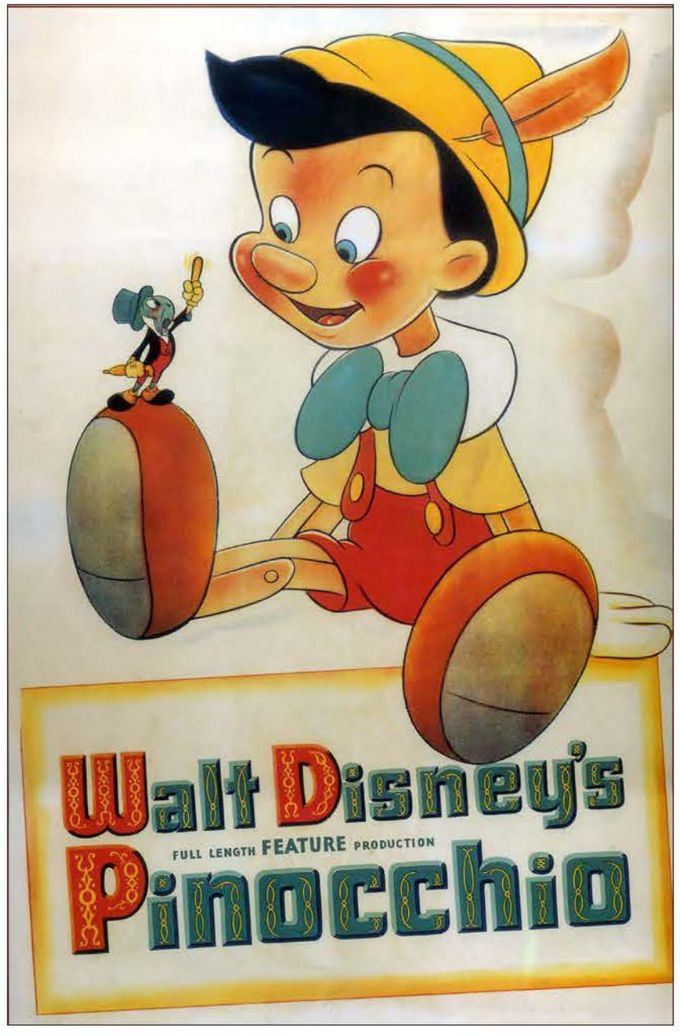

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DESIGN ASSETS

PATTERNS

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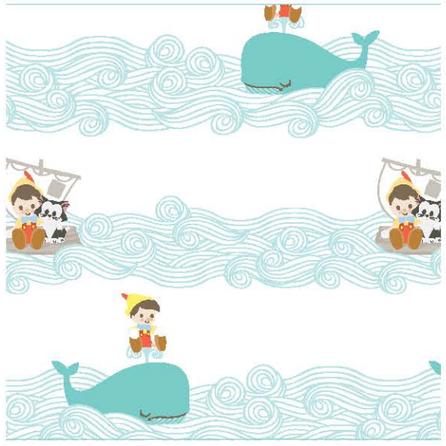

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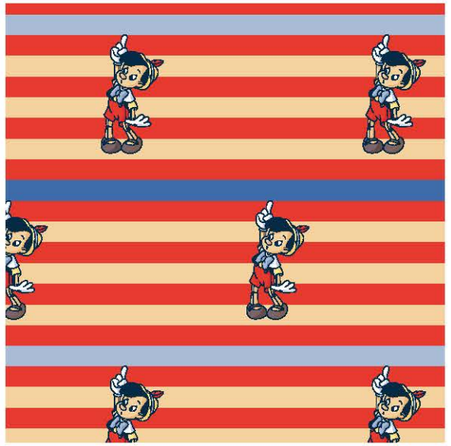

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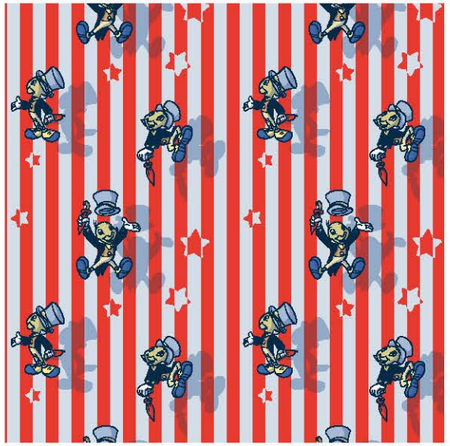

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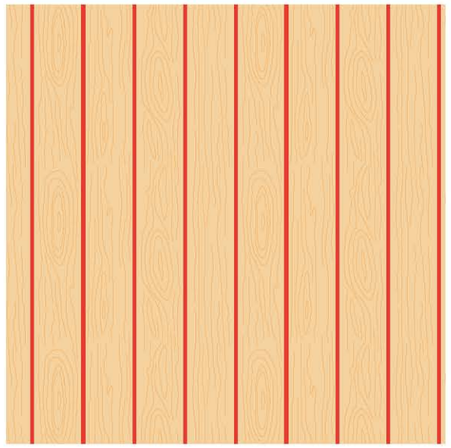

CSEU689066.ai

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DESIGN ASSETS

BADGES

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SPD004020.ai

SPD004021.ai

CSEU689056.ai

CSEU689057.ai

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CSEU689059.ai

CSEU689060.ai

CSEU689061.ai

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY CLASSICS SPOT ART POOL

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY CLASSICS SPOT ART POOL

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY ANIMALS SPOT ART POOL

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL

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CHARACTER SPOT ART

AVAILABLE IN STYLE GUIDES

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SPD004023.ai

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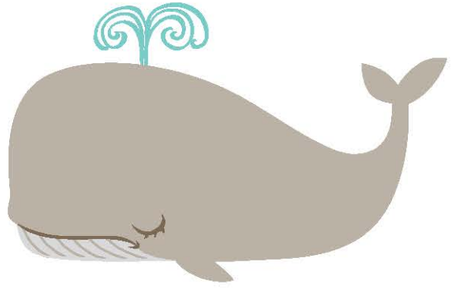

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CHARACTER SPOT ART

AVAILABLE IN STYLE GUIDES

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CSEU689105.ai

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CSEU689110.ai

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OBJECT SPOT ART

AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL

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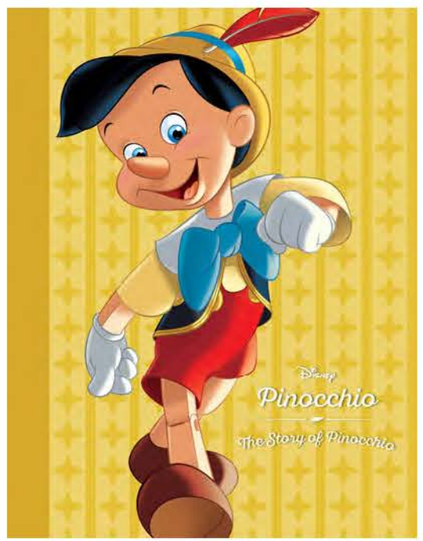

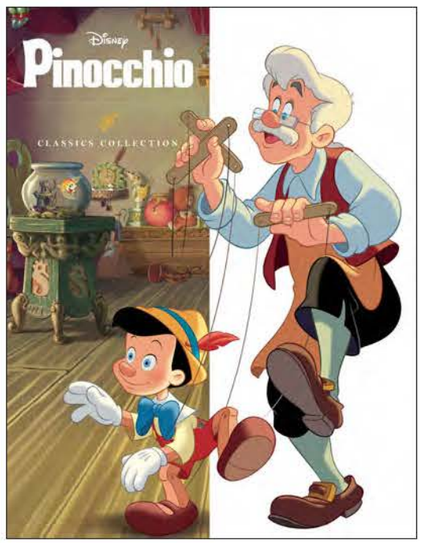

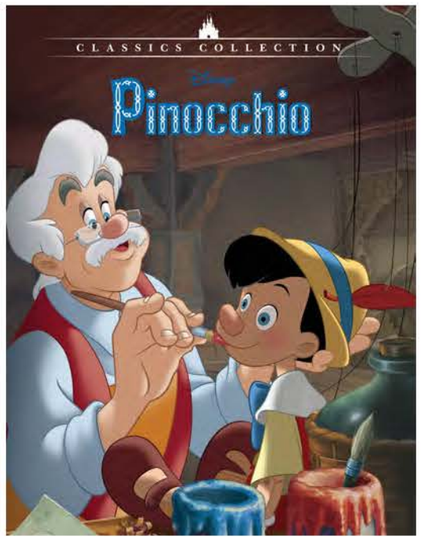

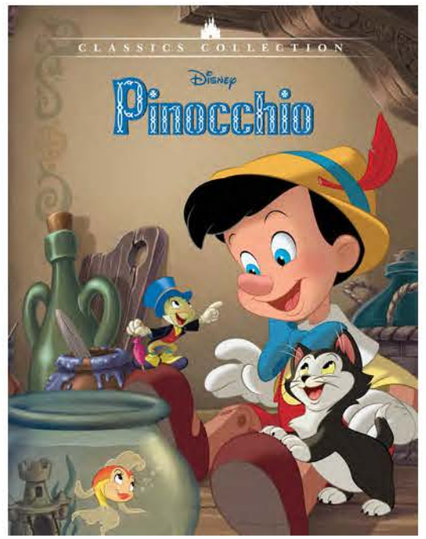

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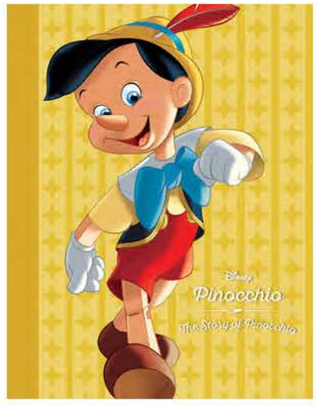
STORY INDEX

RETELLINGS

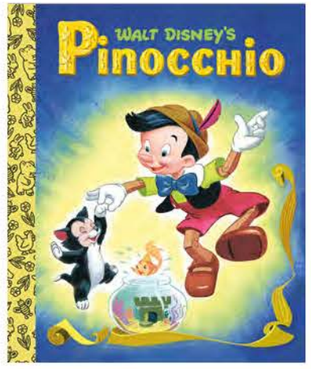


PINOCCHIO CLASSIC STORYBOOK ART POOL

978DPWPNPB917

Ages 3–5

The 96-page classic storybook art pool for *Pinocchio*



PINOCCHIO (LITTLE GOLDEN BOARD BOOK)

9780736440950

Ages 3–5

The Little Golden Board Book retelling of *Pinocchio*

PINOCCHIO [TEXT ONLY–PICK-UP ART FROM CLASSIC STORYBOOK ART POOL]

219188835C

Ages 5–8

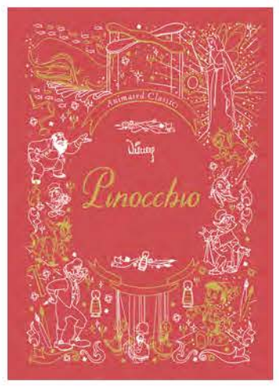
An 8x8 retelling of *Pinocchio*

PINOCCHIO'S NOSE GROWS (STEP INTO READING)

9780736412131

Ages 3–5

A leveled reader retelling of *Pinocchio*



ANIMATED CLASSICS: *WALT DISNEY'S PINOCCHIO*

978DPWPNPB260

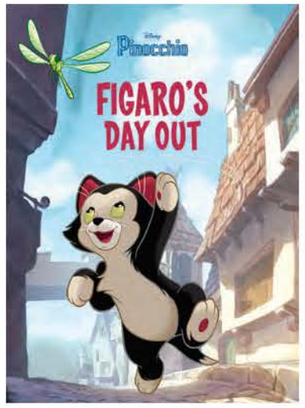
Ages 6–8

A fresh retelling of the classic Disney film illustrated with vintage art

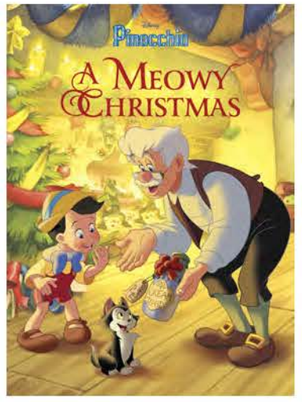
© Disney

STORY INDEX

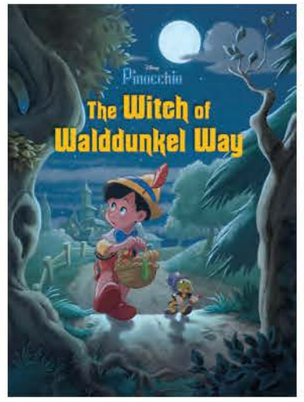
EXTENSION STORIES



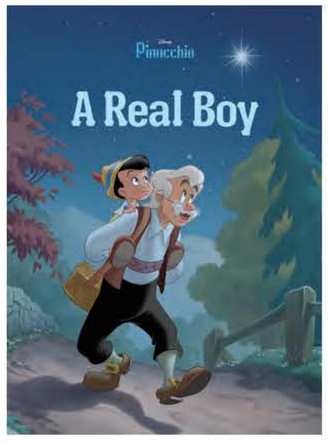
FIGARO'S DAY OUT
978DPWPNPB039
Ages 5–8
An extension story about Geppetto and Pinocchio's cat, Figaro, getting lost



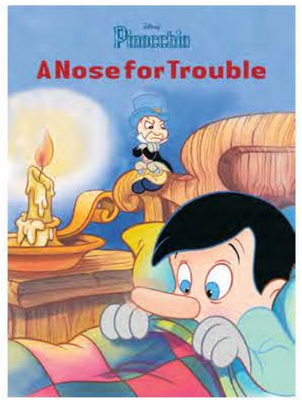
A MEOWY CHRISTMAS
978DPWPNPB893
Ages 3–5
An extension story following Figaro, Pinocchio, and friends as they celebrate Christmas



THE WITCH OF WALDDUNKEL WAY
978DPWPNPB293
Ages 5–8
An extension story about Pinocchio and Jiminy Cricket searching the forest



A REAL BOY
978DPWPNPB289
Ages 5–8
An extension story about Pinocchio learning how to be a real boy



A NOSE FOR TROUBLE
978DPWPNPB894
Ages 3–5
An extension story about Pinocchio's nose causing trouble

THE PERFECT GIFT
978DPWPNPB895
Ages 3–5
An extension story about Pinocchio seeking a Christmas gift for Geppetto

© Disney

STORY INDEX

OLDER FORMATS

COMING SOON!

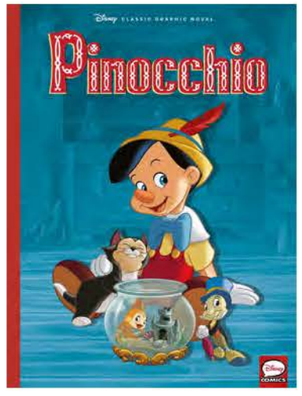
WHEN YOU WISH UPON A STAR (A TWISTED TALE)

9781368077545

Ages 12–18

A reimagining of Pinocchio starring the Blue Fairy in the Twisted Tale series

COMICS & GRAPHIC NOVELS



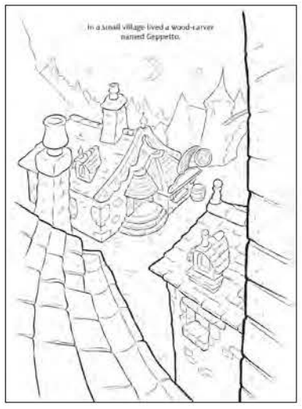
PINOCCHIO GRAPHIC NOVEL

MAG0000407

Ages 6–12

A refreshed retelling of the film *Pinocchio* in comic format

COLORING & ACTIVITY



PINOCCHIO COLORING PAGE POOL

978DPWPNCA295

Ages 3–5

The coloring page pool for *Pinocchio*

LIVE-ACTION *PINOCCHIO*

COMING SOON!

PINOCCHIO LIVE-ACTION JUNIOR NOVELIZATION

9781368080484

Ages 8–12

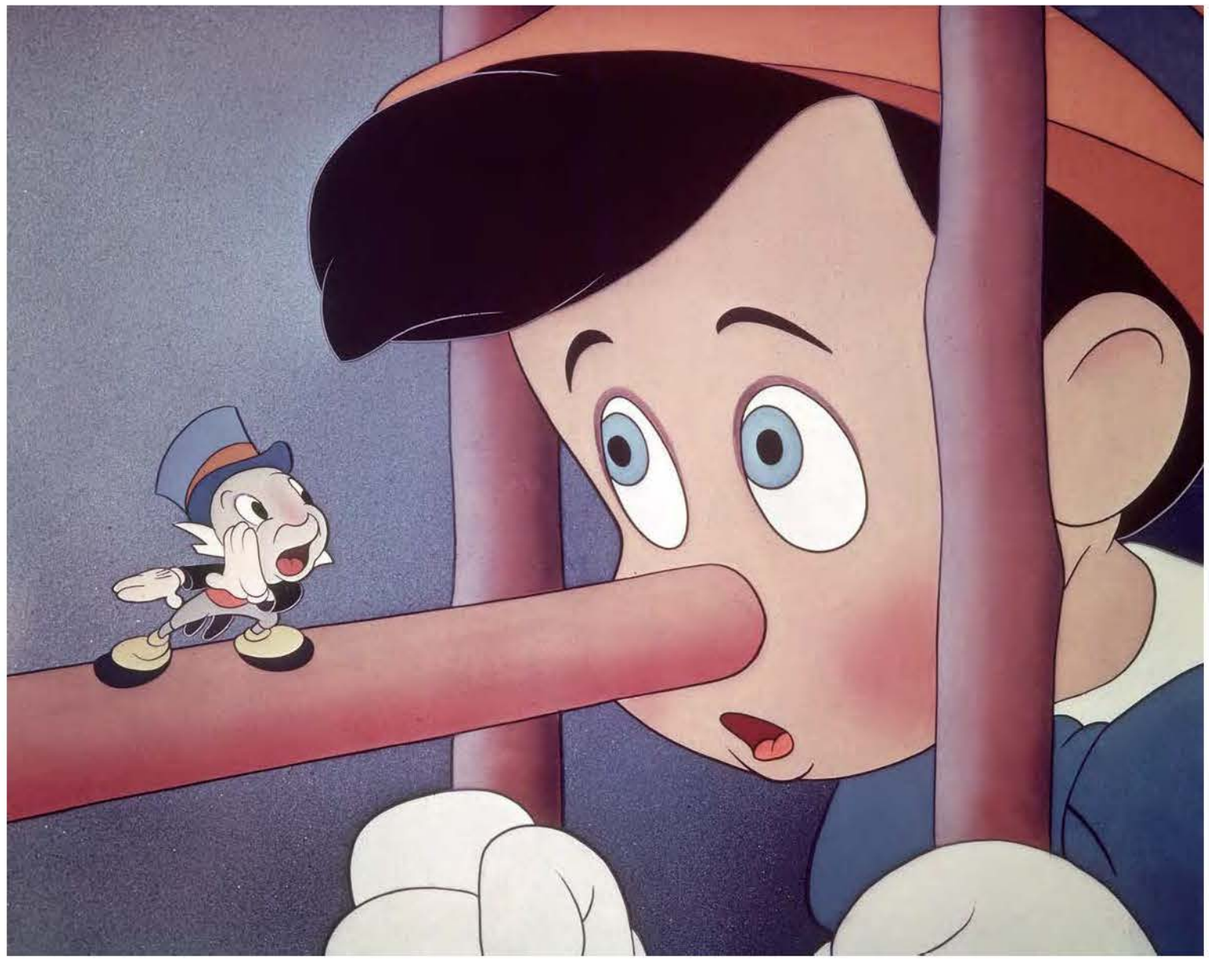
A novelization retelling of the live-action *Pinocchio*

© Disney

FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d636800300a6



© Disney

FANTASIA (1940)

Next anniversary: Eighty-fifth in 2025

This film features eight animated sequences—including "The Sorcerer's Apprentice," starring Mickey Mouse—inspired by and set to iconic pieces of classical music, linked together by commentary from a narrator.

© Disney

GUARDRAILS

DESIGN GUARDRAILS

- Assets from different sequences may only appear together if clearly separated against one- and two-color environments, a graphic one-, two-, or four-color environment, or an individual four-color background.
- For the "Sorcerer's Apprentice" sequence, do not flip any images of Sorcerer's Apprentice Mickey or the Sorcerer's Hat, and do not fill the hat with any other color or pattern.

WORLD RULES

- Each sequence takes place in its own world, and none of them should be mixed together in storytelling.

OTHER FILM AND TV APPEARANCES

- Though Mickey Mouse appears in many other films and TV shows, only his "Sorcerer's Apprentice" sequence should be used in *Fantasia* and Disney Classics–affiliated storytelling. Additionally, please contact the DPW Mickey & Friends franchise lead to ensure content lines up with current Mickey & Friends guidelines.
- The Zeus and Pegasuses who appear in "The Pastoral Symphony" are not the same characters who appear in the film *Hercules* (1997). For information on *Hercules*, refer to the *Hercules* section of the Tool Kit.

© Disney

HOLIDAYS AND SEASONAL USAGE

- Characters from *Fantasia* may not appear in holiday-themed storytelling, but select characters may appear in appropriate generic seasonal storytelling. All portrayals of seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
NO	NO	NO	NO	YES*	NONE

* This only applies to the sequence "The Nutcracker Suite," which portrays the changing of the seasons. For all other storytelling, please check with the DPW Classics franchise lead.

© Disney

EDITORIAL GUIDELINES

DON'TS

- **Don't** include any images of the live performers, including conductor Leopold Stokowski. Don't use Stokowski's name or silhouette, either.
- **Don't** refer to or show pseudo-nude dancers (the fairies) or the dancing mushrooms from the "Nutcracker Suite" sequence.
- **Don't** show either Mickey Mouse chopping up the broom or Yen Sid smacking Mickey with the broom outside of a direct retelling of the "Sorcerer's Apprentice" sequence.
- **Don't** refer to or show nudity (cupids and centaurettes), Sunflower the centaur, or alcohol and drinking, as in the Bacchus scene from the "Pastoral Symphony" sequence.
- **Don't** focus on religious themes from the "Night on Bald Mountain" and "Ave Maria" sequences.

© Disney

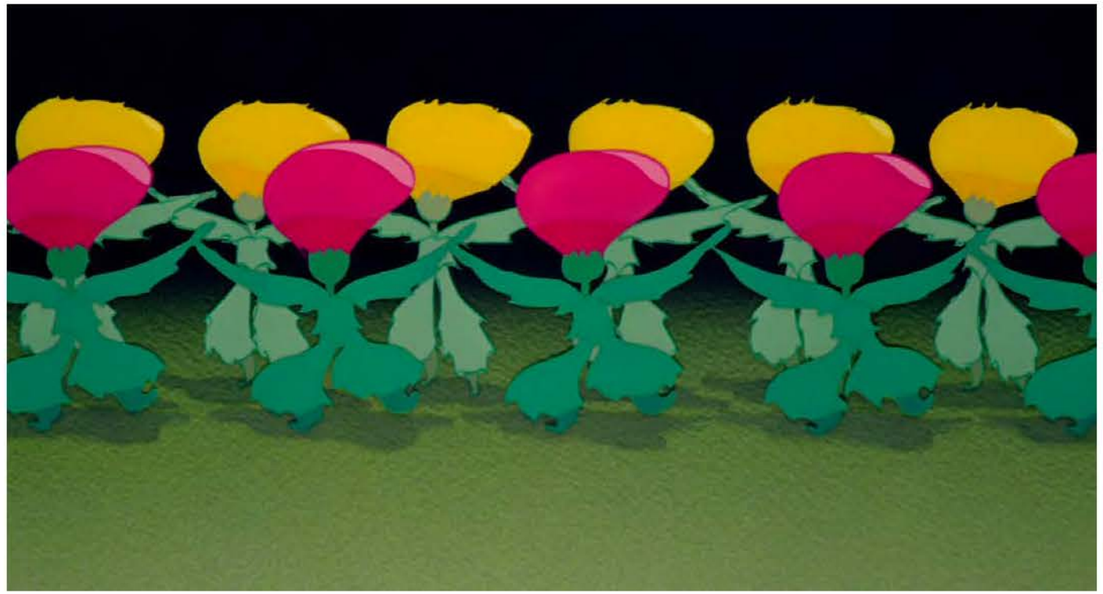
"TOCCATA AND FUGUE IN D MINOR"

Composed by Johann Sebastian Bach

Combining silhouetted shots of the orchestra with animation, this sequence uses abstract patterns, shapes, and clouds to portray the music's sound and rhythm.

© Disney

"THE NUTCRACKER SUITE"



"THE NUTCRACKER SUITE"

Composed by Pyotr Ilyich Tchaikovsky

Multicolored fairies transform nature through all four seasons, bringing life to flora and fauna for spring and summer, changing the leaves' colors for fall, and creating frost and snow for winter. Along the way, the flowers perform a grand ballet.

© Disney

"THE SORCERER'S APPRENTICE"

"THE SORCERER'S APPRENTICE"

Composed by Paul Dukas
Based on a poem by Johann Wolfgang von Goethe

Sorcerer's Apprentice Mickey works with the powerful sorcerer Yen Sid. He borrows his teacher's enchanted sorcerer's hat, hoping to cast the same magnificent spells. However, when Mickey enchants a broom to finish his chores, the broom floods the place. When Mickey tries to stop it, the broom multiplies. As the situation spirals out of control, Yen Sid awakens and undoes Mickey's spell, leading the sheepish apprentice to return the hat.

NOTE
Before creating content featuring Mickey, please contact the DPW Mickey & Friends franchise lead.

© Disney

CHARACTER SIZE CHART FOR "THE SORCERER'S APPRENTICE"

YEN SID

SORCERER'S APPRENTICE MICKEY

BROOM

© Disney

CHARACTER BIOS FOR "THE SORCERER'S APPRENTICE"

SORCERER'S APPRENTICE MICKEY

In this sequence, Mickey takes on the role of an ambitious and imaginative–but also naive–sorcerer's apprentice. He dreams of becoming great at magic like his teacher, Yen Sid, but he spends much of his time completing household chores.

NOTE

Before creating content featuring Mickey, please contact the DPW Mickey & Friends franchise lead.

© Disney

CHARACTER BIOS FOR "THE SORCERER'S APPRENTICE"

YEN SID

A powerful sorcerer who can cast stunning magical spells, with or without wearing the Sorcerer's Hat, he is a stern and strict teacher to his apprentice, Mickey.

BROOM

Usually an ordinary household item, the broom comes to life after Mickey casts a spell on it. It then splits into multiple brooms when he cuts it into pieces, hoping to undo the enchantment. The brooms diligently perform one single task (carrying water), not speaking or acting otherwise. They do not stop until Yen Sid undoes the spell.

© Disney

DESIGN ASSETS FOR "THE SORCERER'S APPRENTICE"

PATTERNS

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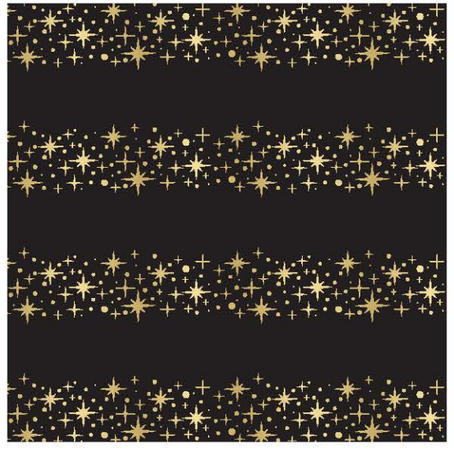
CSEU622018.ai



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CSEU622026.ai

BADGES

CSEU622013.ai

CSEU622014.ai

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CSEU622016.ai

© Disney

DESIGN ASSETS FOR "THE SORCERER'S APPRENTICE"

BADGES

CSEU622021.ai

CSEU622022.ai

CSEU622023.ai

CSEU622024.ai

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CHARACTER SPOT ART FOR "THE SORCERER'S APPRENTICE"

AVAILABLE IN THE DISNEY CLASSICS SPOT ART POOL

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sor1b_978DPWCCPB178.psd

sor1c_978DPWCCPB178.psd

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sor2a_978DPWCCPB178.psd

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© Disney

CHARACTER SPOT ART FOR "THE SORCERER'S APPRENTICE"

AVAILABLE IN STYLE GUIDES

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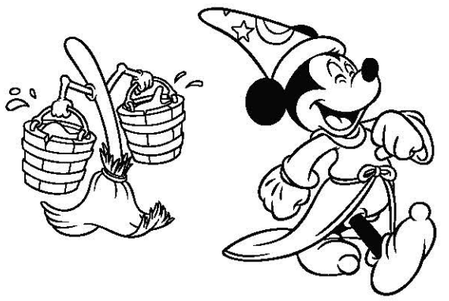

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© Disney

CHARACTER SPOT ART FOR "THE SORCERER'S APPRENTICE"

AVAILABLE IN STYLE GUIDES

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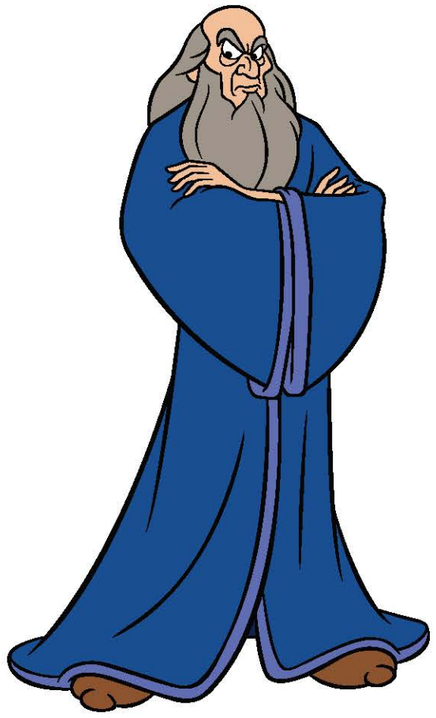

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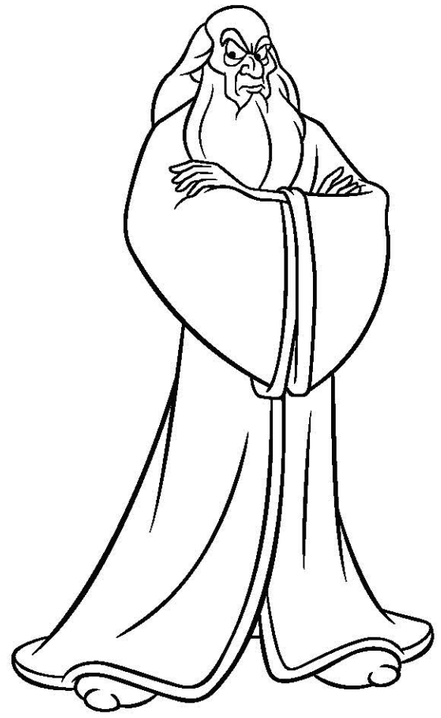

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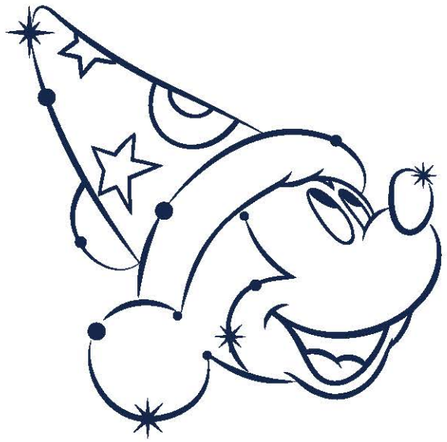

CSEU622067.ai

CSEU622068.ai

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CHARACTER SPOT ART FOR "THE SORCERER'S APPRENTICE"

AVAILABLE IN STYLE GUIDES

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CSEU612009.ai

CSEU612010.ai

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CHARACTER SPOT ART FOR "THE SORCERER'S APPRENTICE"

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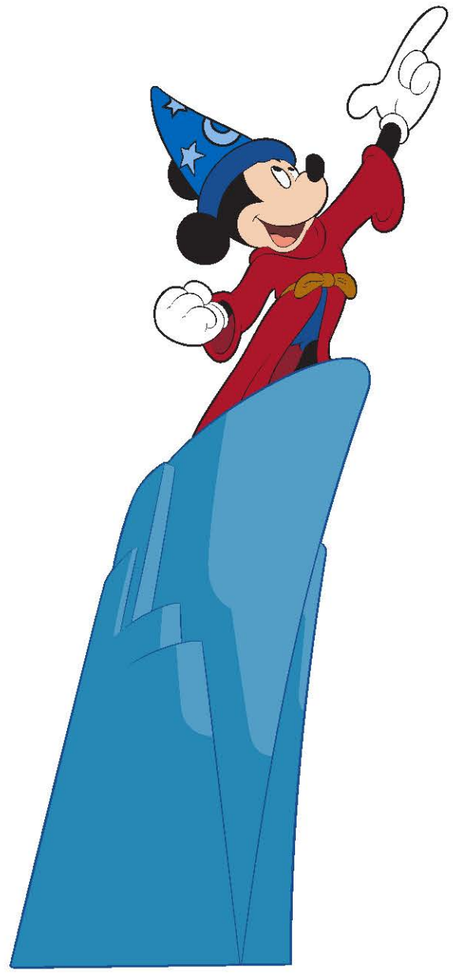

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CSEU612017.ai

CSEU612014.ai

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CHARACTER SPOT ART FOR "THE SORCERER'S APPRENTICE"

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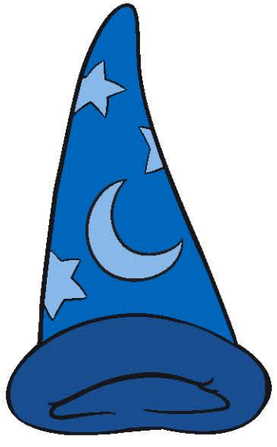

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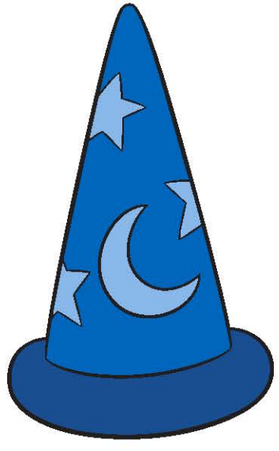

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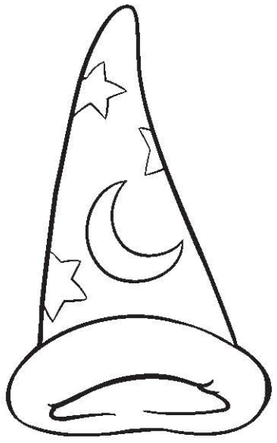

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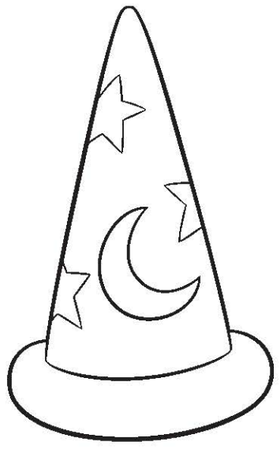

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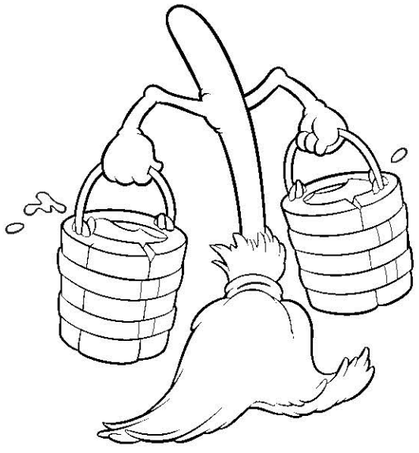

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CHARACTER SPOT ART FOR "THE SORCERER'S APPRENTICE"

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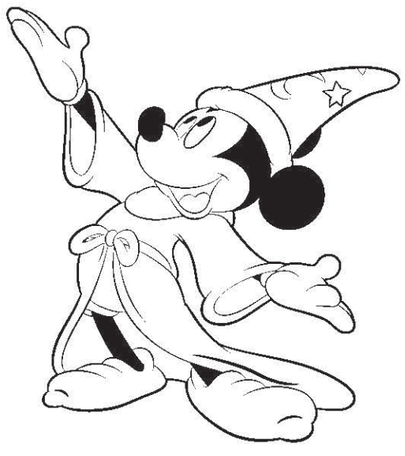

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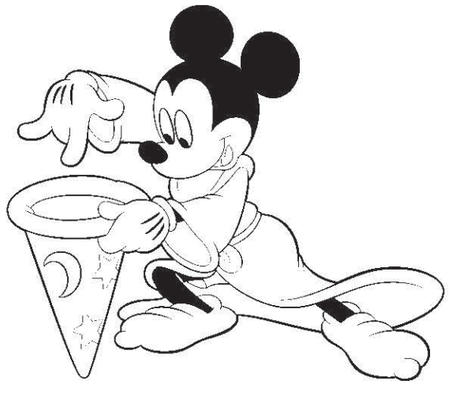

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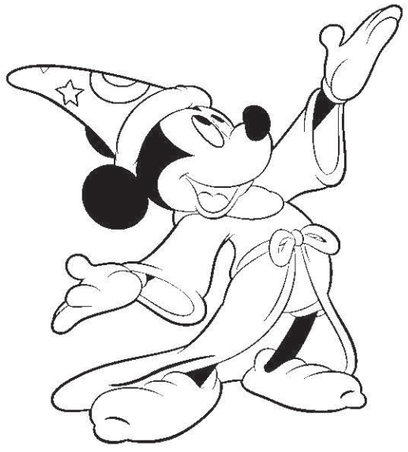

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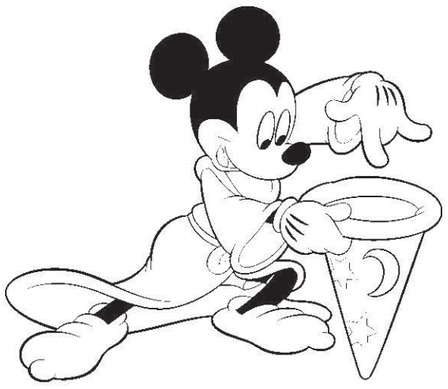

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CHARACTER SPOT ART FOR "THE SORCERER'S APPRENTICE"

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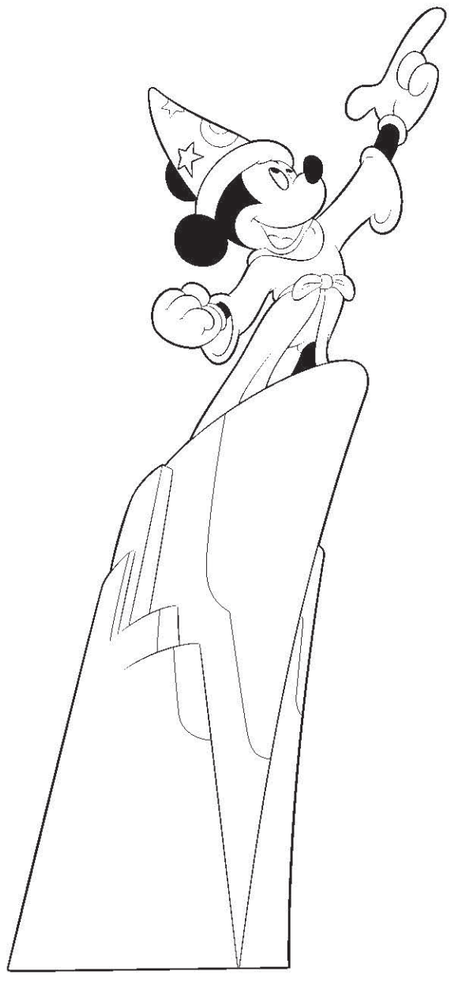

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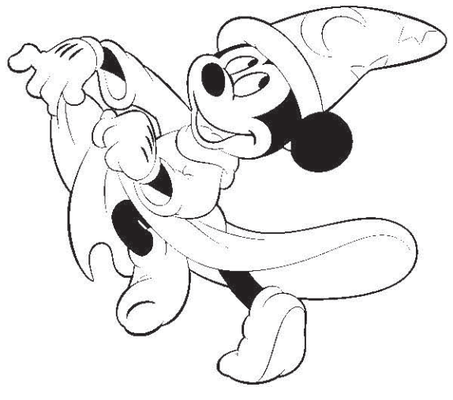

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CHARACTER SPOT ART FOR "THE SORCERER'S APPRENTICE"

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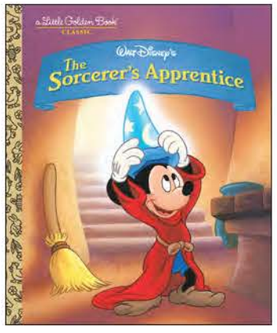
STORY INDEX FOR "THE SORCERER'S APPRENTICE"

RETELLINGS



***THE SORCERER'S APPRENTICE* (LITTLE GOLDEN BOOK)**
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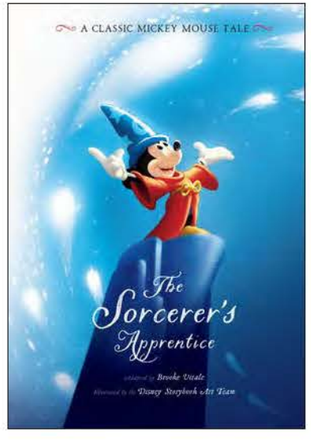
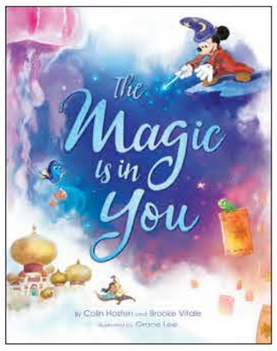
Ages 3–5
A Little Golden Book retelling of "The Sorcerer's Apprentice"



***THE SORCERER'S APPRENTICE:* A CLASSIC MICKEY MOUSE TALE**
9781368023313
Ages 6–8
Explore the magic of "The Sorcerer's Apprentice" with Mickey in this deluxe retelling of the classic story

THE SORCERER'S APPRENTICE
9781505018059
Ages 6–12
An 8x8 retelling of "The Sorcerer's Apprentice"

OTHER FORMATS



THE MAGIC IS IN YOU
9781368024617
Ages 6–8
An inspirational picture book starring Sorcerer's Apprentice Mickey alongside other beloved Disney characters

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“THE RITE OF SPRING”

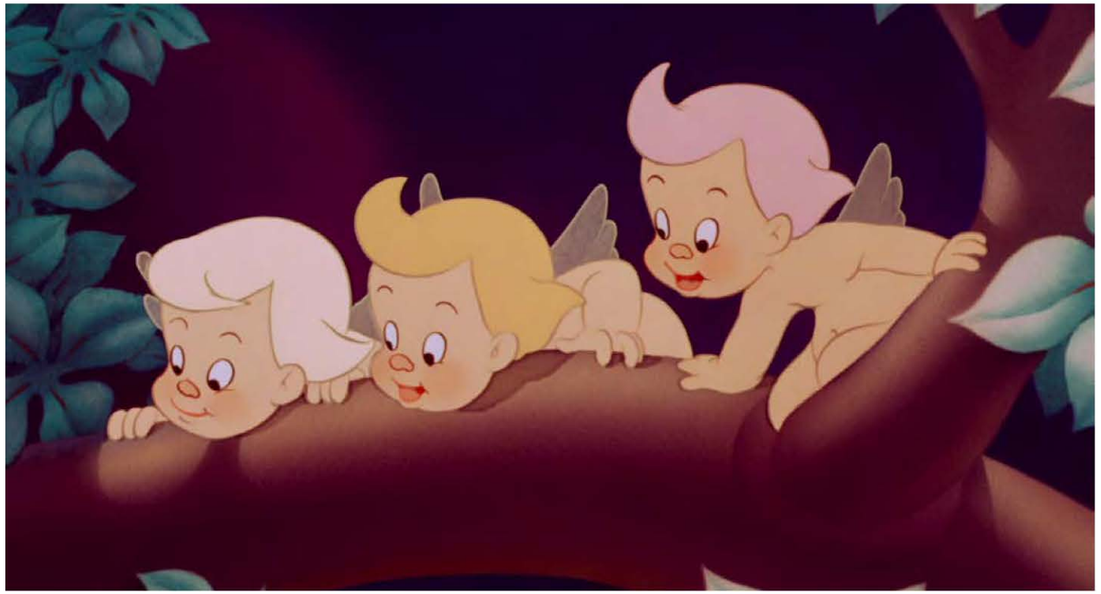
“THE RITE OF SPRING”

Composed by Igor Stravinsky

A newly formed planet Earth undergoes dramatic early transformations as it begins to support life. Starting in outer space, the focus soon shifts to Earth’s earliest living organisms and then introduces the age of the dinosaurs. The dinosaurs thrive at first but eventually must fight to survive against the elements and each other. Unfortunately, the lack of resources and harsh conditions lead to their extinction. A great flood falls upon the land, granting Earth another new start.

© Disney

“THE PASTORAL SYMPHONY”



“THE PASTORAL SYMPHONY”

Composed by Ludwig van Beethoven

The mythical creatures of Mount Olympus, including unicorns, satyrs, cherubs, Pegasuses, and centaurs and centaurettes, gather to celebrate a festival led by the god Bacchus. The festivities are interrupted when the god Zeus decides to test out his new lightning bolts, causing a storm. When he falls asleep, the weather clears up and a rainbow appears, and the creatures resume their festivities until bedtime.

© Disney

CHARACTER BIOS FOR "THE PASTORAL SYMPHONY"

UNICORNS

Young horselike creatures with horns, the unicorns are joyous and playful and love to frolic. They become fast friends with the satyrs.

SATYRS

Childlike figures with goats' horns, ears, legs, and tails, the satyrs love to create music with their instruments. Feisty, they also occasionally resort to good-hearted trickery, especially when it comes to teasing the unicorns.

© Disney

CHARACTER BIOS FOR "THE PASTORAL SYMPHONY"

PEGASUSES

These winged horses grace the skies over Olympus, but they are also skilled swimmers. While there are numerous Pegasuses of all colors in the short, the central family consists of a black-coated father, a white-coated mother, and five foals, who are pink, blue, orange, yellow, and black, respectively. The black foal at first struggles to fly but, with encouragement from his mother, soon excels at it. Later the black foal becomes close friends with a cherub, and they fly through a rainbow together.

CHERUBS

Winged childlike creatures, the sweet, good-natured cherubs play matchmaker between the centaurs and centaurettes. Later they also become close friends with the Pegasuses. One bonds with the black foal in particular.

© Disney

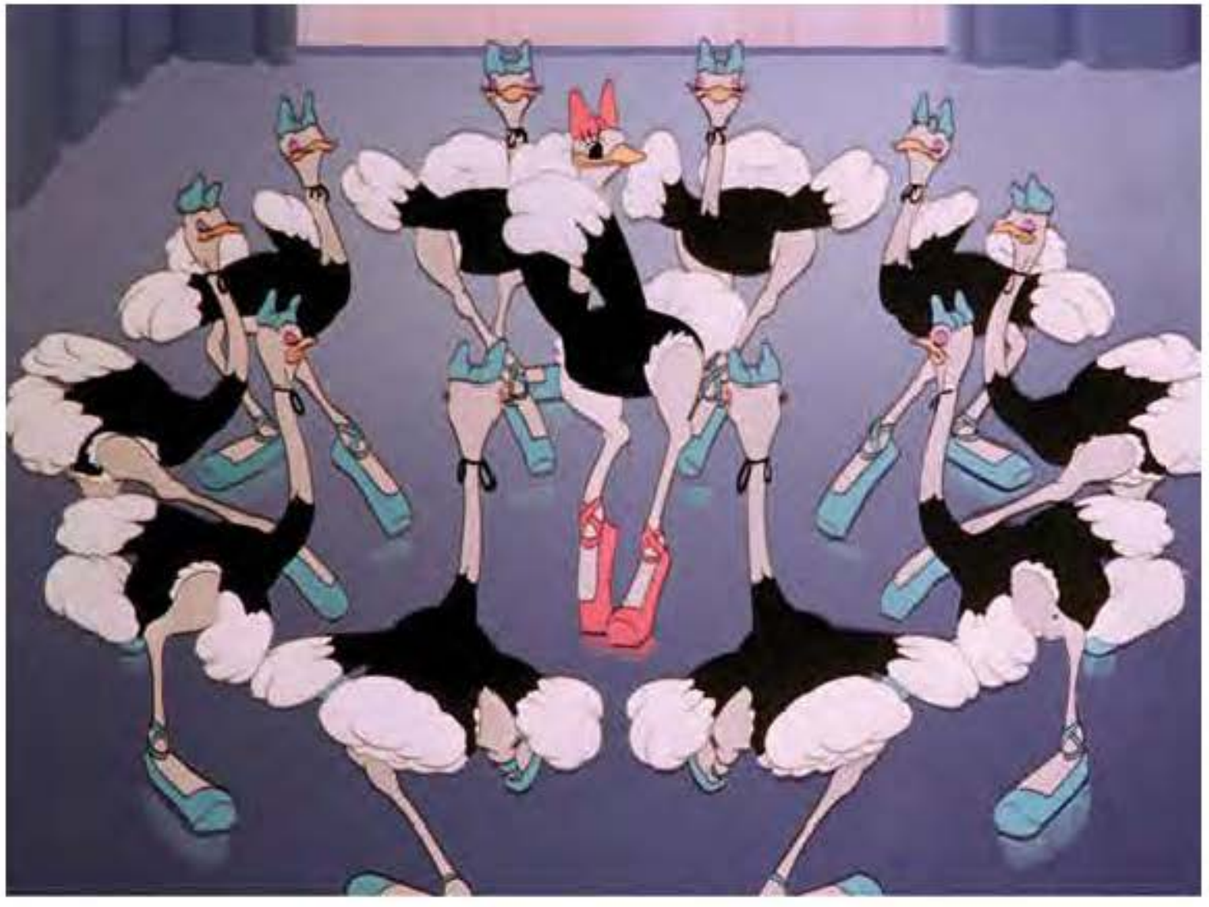
CHARACTER BIOS FOR "THE PASTORAL SYMPHONY"

CENTAURS AND CENTAURETTES

Half human and half horse, the centaurs and centaurettes are romantic creatures who long to fall in love. They also love dancing.

© Disney

"DANCE OF THE HOURS"



"DANCE OF THE HOURS"

Composed by Amilcare Ponchielli

In this sequence, four different groups of animals perform ballet: Mademoiselle Upanova and her ostriches, Hyacinth Hippo and her hippos, Elephanchine and her elephants, and Ben Ali Gator and his alligators. Ben Ali Gator falls in love with Hyacinth Hippo, and they dance a duet. When she leads him on a playful chase, this leads to a finale where all the animals dance together until the building around them collapses.

© Disney

“NIGHT ON BALD MOUNTAIN”

“NIGHT ON BALD MOUNTAIN”

Composed by Modest Mussorgsky

On Walpurgis Night, which is the equivalent of Halloween, a dark figure named Chernabog awakens and summons evil spirits to join him on Bald Mountain. The spirits dance and fly through the air until a bell sounds and the night transforms into dawn.

© Disney

CHARACTER BIO FOR "NIGHT ON BALD MOUNTAIN"

CHERNABOG

Chernabog is a gigantic demon-like figure with wings, horns, and glowing eyes. He is menacing and frightening, possessing the power to summon his minions to his location on top of a mountain. Together, they all dance and celebrate the darkness. However, he loses his power in daylight, vanishing alongside his followers as the sun rises.

NOTE

Chernabog is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

© Disney

DESIGN ASSETS FOR "NIGHT ON BALD MOUNTAIN"

PATTERNS

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CSEU622038.ai

BADGES

CSEU622035.ai

CSEU622036.ai

CC923028.ai

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CHARACTER SPOT ART FOR "NIGHT ON BALD MOUNTAIN"

AVAILABLE IN STYLE GUIDES

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AVAILABLE IN THE DISNEY VILLAINS SPOT ART POOL

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"AVE MARIA"

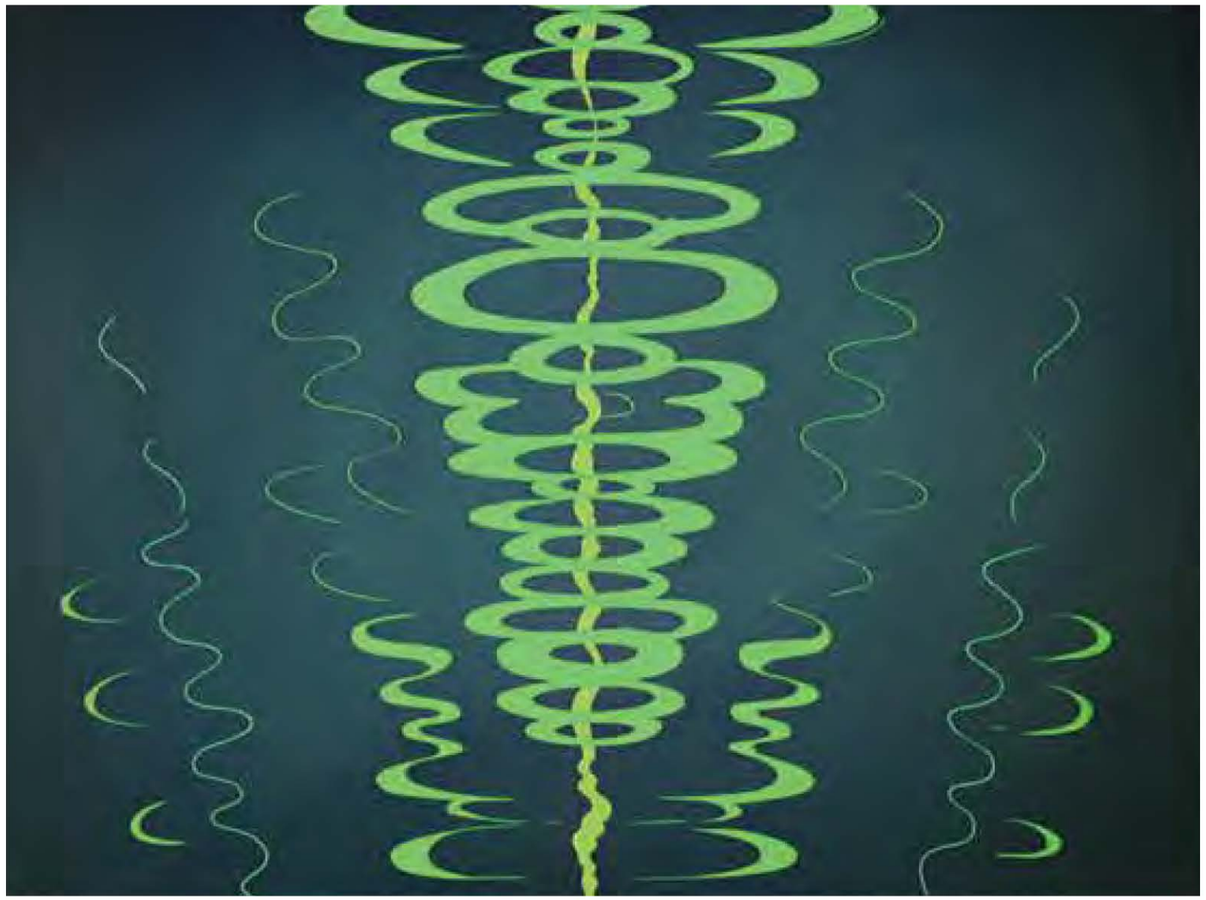
"AVE MARIA"

Composed by Franz Schubert

As "Night on Bald Mountain" comes to a close, the "Ave Maria" sequence begins. A line of human figures, each holding a source of light, journey up a hill, just before dawn. The sequence ends as the sun rises into the colorful sky.

© Disney

“INTERMISSION/MEET THE SOUNDTRACK”



“INTERMISSION/MEET THE SOUNDTRACK”

This break occurs between “The Rite of Spring” and “The Pastoral Symphony.” After the intermission, the “Soundtrack”—a line that dances to the orchestra’s music, creating fun shapes along the way—appears.

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DESIGN ASSETS FOR *FANTASIA*

VINTAGE MOVIE POSTERS

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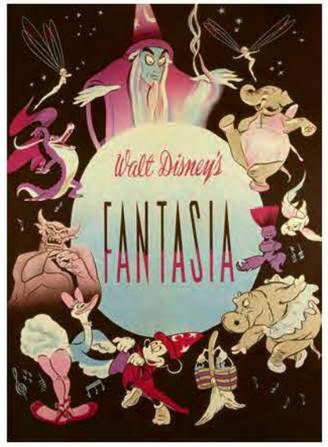

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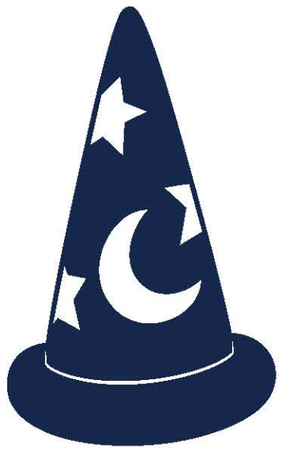

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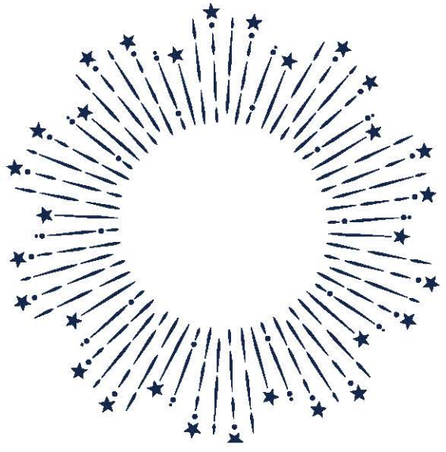

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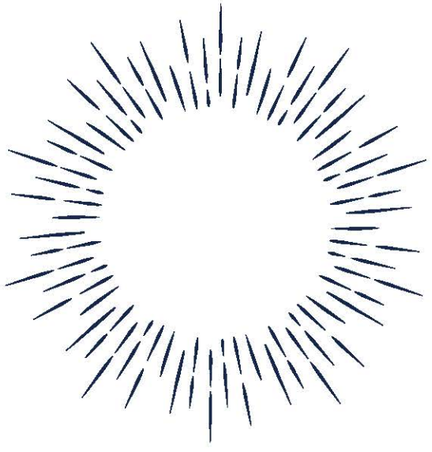

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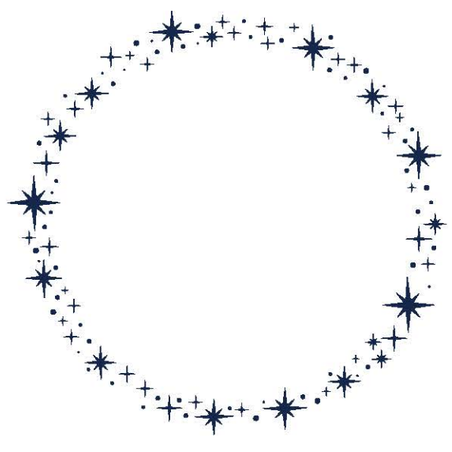

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FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d6368002f9f6?type=both

© Disney

DUMBO (1941)

Next anniversary: Eighty-fifth in 2026

Dumbo is a circus elephant who was born with extra-large ears. When he is separated from his mother, he feels all alone. But once he meets ambitious mouse Timothy, he learns to embrace his big ears and use them to fly—and reunites with his mother and becomes the circus's biggest star along the way.

© Disney

PLOT SYNOPSIS

When the storks deliver babies to the circus animals, Mrs. Jumbo discovers that her baby elephant has very large ears. While Mrs. Jumbo loves her baby regardless of his appearance, the other circus elephants mock the baby and nickname him Dumbo. On the opening day of the circus, some human boys make fun of Dumbo for his appearance, and Mrs. Jumbo loses her temper with them. The Ringmaster forces her into solitude, and Dumbo finds himself alone—until he is befriended by Timothy Q. Mouse, a mouse who feels sympathy for the little elephant. Timothy appoints himself Dumbo's mentor and protector.

After ruining the elephants' pyramid act by tripping over his large ears, Dumbo is added to the humiliating and terrifying clown act, where he must wait at the top of a burning building and fall into a vat of pie cream. One night, Dumbo and Timothy fall asleep and wake up the next morning in a tall tree. Timothy deduces that Dumbo must have used his large ears to fly while they were asleep. Dumbo is too scared to try flying, but Timothy gives him a "magic" feather that grants Dumbo the courage to take flight.

At the circus, Timothy tells Dumbo to fly for the crowd. But just as Dumbo takes off, he loses his grip on his magic feather. Timothy reveals that the feather was never magic and that Dumbo can fly without it. Dumbo panics at first, but he is able to pull out of the dive and fly around the circus, amazing the crowd. After showing his talents, Dumbo reunites with his mother and becomes famous.

© Disney

GUARDRAILS

WORLD RULES

- The animals in the film can speak to one another, but the human characters can't understand their speech, with two exceptions: Dumbo, who does not speak at all, and Timothy, who can speak to the Ringmaster.

OTHER FILM APPEARANCES

- Assets from the live-action film *Dumbo* should not be mixed with assets from the animated film.

HOLIDAYS AND SEASONAL USAGE

- Characters from *Dumbo* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	YES	YES	YES	YES	THANKSGIVING

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** portray Dumbo as kind, sweet, and empowered to take action using his unique abilities.
- **Do** showcase the loving mother–son relationship between Dumbo and Mrs. Jumbo, and the friendship between Dumbo and Timothy Q. Mouse.
- **Do** highlight themes of celebrating differences, finding your talents, friendship, and believing in yourself.

DON'TS

- **Don't** use the "Baby Mine" scene outside the context of the overall story, in order to avoid showcasing this sad sequence without a deeper explanation.
- **Don't** use the song or scene that includes "Pink Elephants on Parade," which includes depictions of alcohol; instead, show Dumbo dreaming he's flying and waking up in the tree.
- **Don't** include any refererences to or imagery of the crows in any storytelling, as they refer to harmful cultural depictions.
- **Don't** use the song or scene that includes "Song of the Roustabouts," as they include outdated and harmful cultural depictions.

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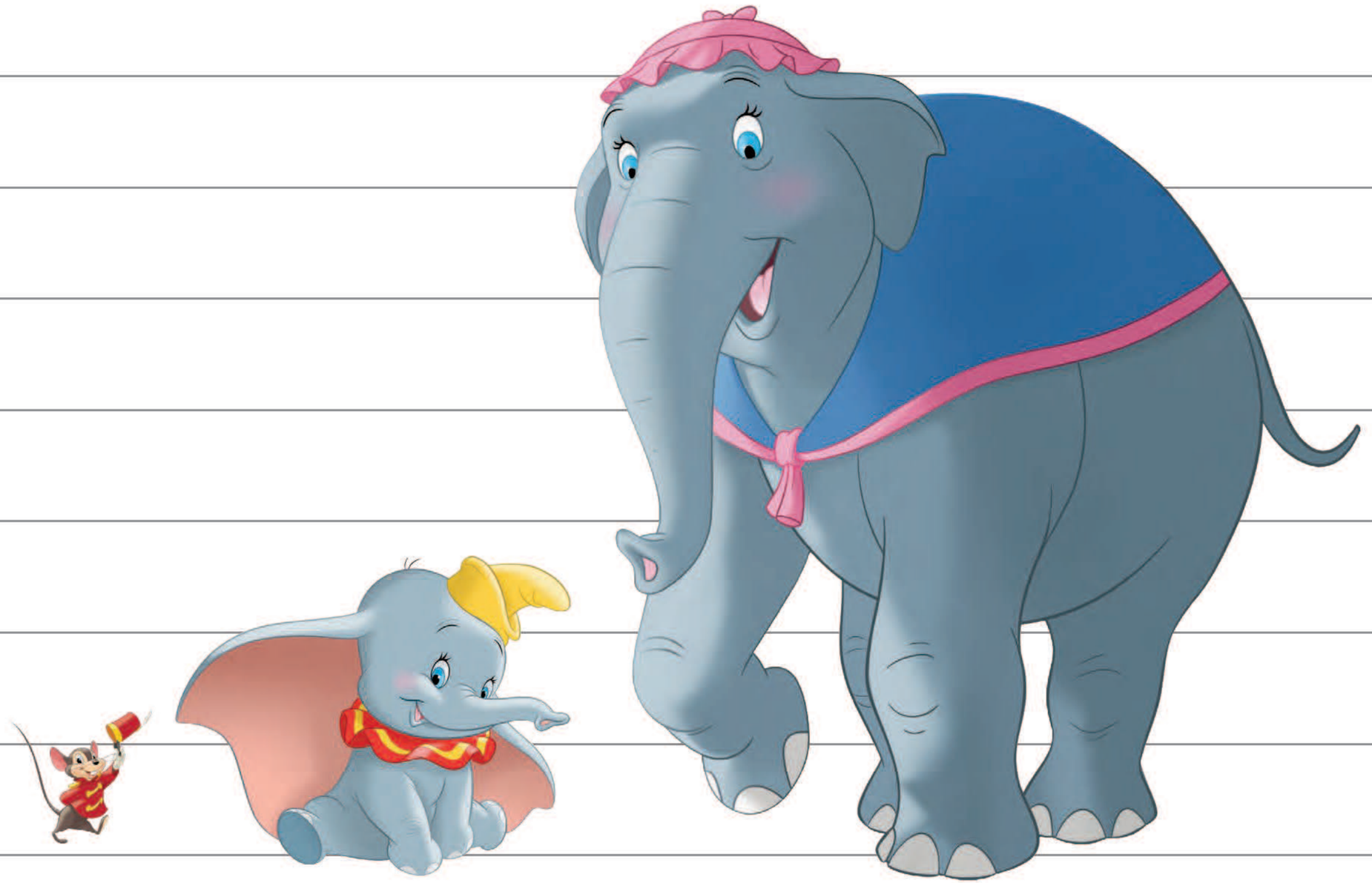
CHARACTER SIZE CHART



TIMOTHY Q. MOUSE

DUMBO

MRS. JUMBO

© Disney

CHARACTER BIOS

DUMBO

Dumbo is a young circus elephant born with overly large ears. While the other elephants mock him, his mother, Mrs. Jumbo, sees how special and wonderful he is. He is curious and kind. Despite being ridiculed by others for being different, Dumbo remains sweet and kindhearted. He forms a strong friendship with Timothy Q. Mouse, who helps him learn to believe in himself and teaches him how to fly. By the end of the film, Dumbo and the rest of the circus realize his large ears make him unique, and he confidently embraces his special talent.

© Disney

CHARACTER BIOS

TIMOTHY Q. MOUSE

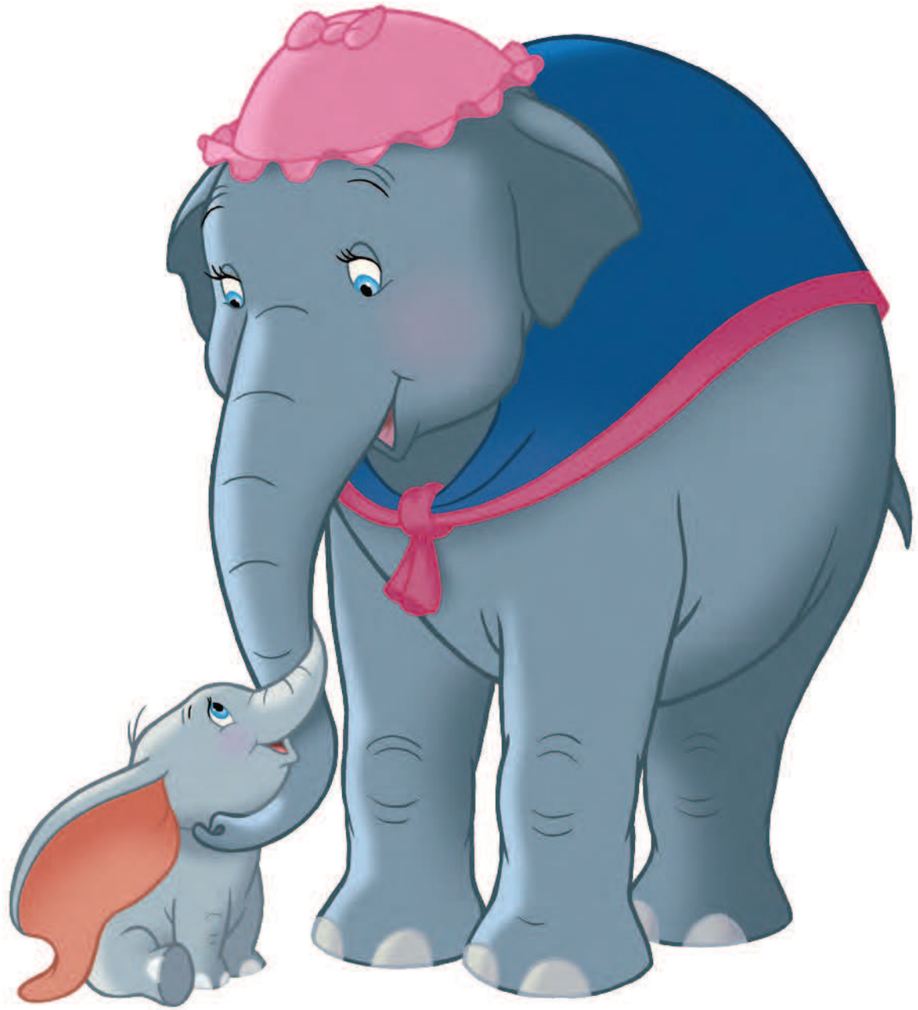
Timothy Q. Mouse lives at the circus and enjoys teasing the circus elephants, but he's ultimately a sympathetic character with big dreams and a bigger heart. After he sees the other elephants mistreating Dumbo, he sticks up for the little elephant and appoints himself as his mentor. He proves to be a smart, witty, and loyal friend who works to help Dumbo reunite with his mom. Once he realizes Dumbo can fly, he helps Dumbo use his skill to wow the circus audience. After Dumbo's talents are reavealed for all to see, Timothy becomes Dumbo's manager.

QUOTES

- "Aw, gee, Dumbo. I think your ears are beautiful."
- "All we gotta do is build an act! Make you a star!"
- "Listen, little fellow, we may've had a lot of hard luck up till now, but you and me is gonna do big things together."
- "Why didn't I think of this before? Just look at 'em, Dumbo! Why, they're perfect wings. The very things that held you down are going to carry you up and up and up. I can see it all now. Dumbo—the ninth wonder of the universe. The world's only flying elephant!"
- "Hot diggity! You're flying!"
- "Dumbo, I knew you could do it!"

© Disney

CHARACTER BIOS



MRS. JUMBO

Mrs. Jumbo is a kind and caring elephant who is excited to have a baby to call her own. She is loving, wise, and motherly. Despite the other elephants making fun of Dumbo for his large ears, Mrs. Jumbo recognizes how special her son is and embraces him for who he is. When some mean kids make fun of her son, she becomes angry and lashes out to protect him.

© Disney

CHARACTER BIOS

CATTY GIGGLES PRISSY MATRIARCH

THE CIRCUS ELEPHANTS

The circus elephants are a group of four female elephants: Catty, Giggles, Prissy, and Matriarch. Very snooty, they make fun of Dumbo for his large ears and exclude him after his mother is taken away.

QUOTES

- "Oh, you sweet little thing! Oh! Ah! Isn't he cute?"
- "Dumbo! That's good! That's good!"

© Disney

CHARACTER BIOS

STORK

Stork appears at the beginning of the film and delivers Dumbo to Mrs. Jumbo.

QUOTES

- "Happy birthday, Jumbo Jr."

CASEY JR.

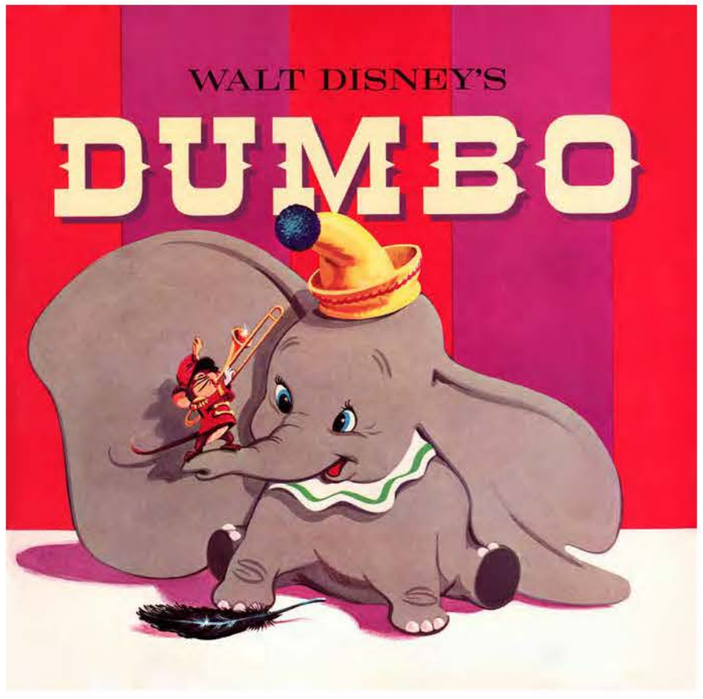
Casey Jr. is an anthropomorphic steam locomotive.

QUOTES

- "All aboard! Let's go!"

© Disney

VINTAGE MOVIE POSTERS



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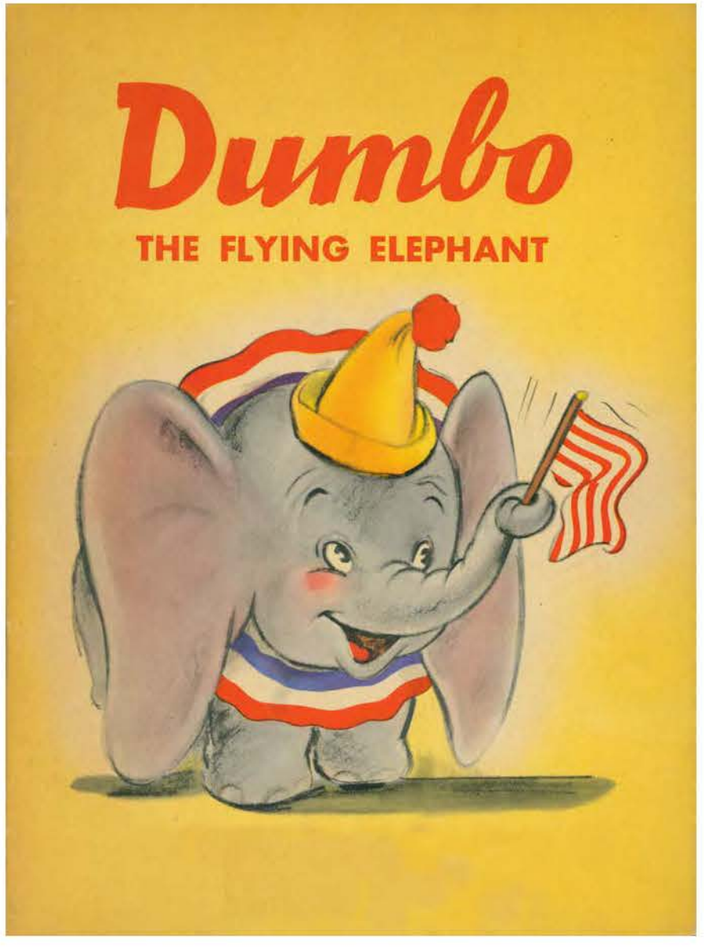

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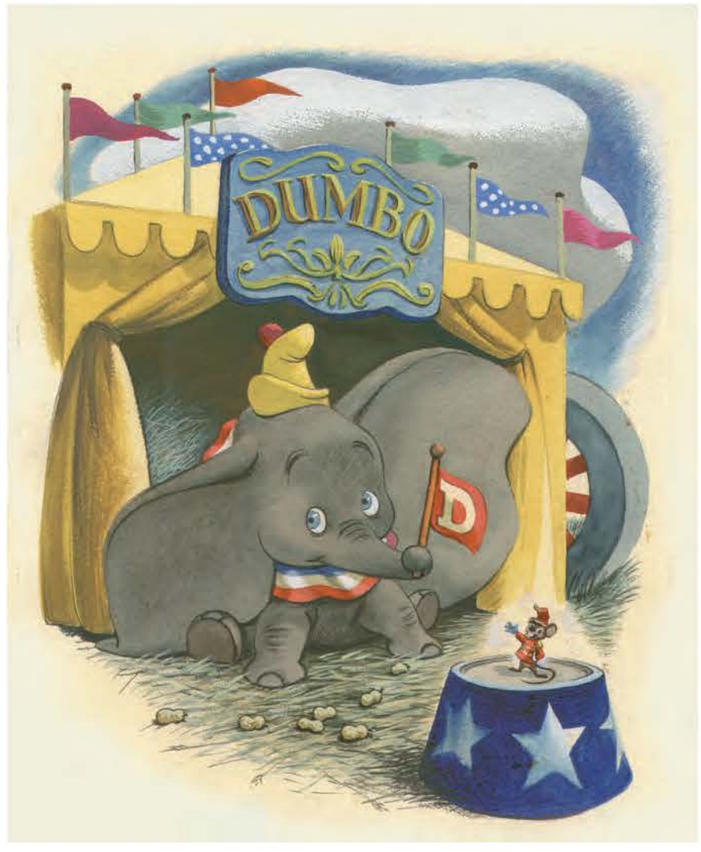

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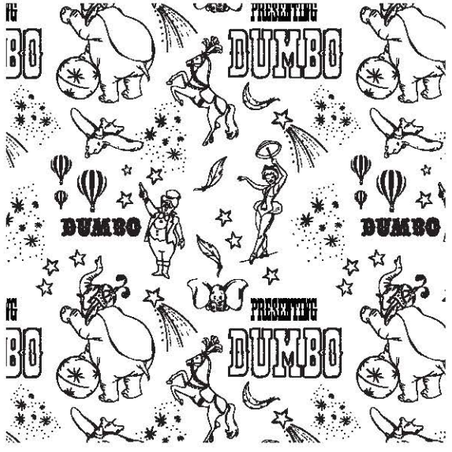

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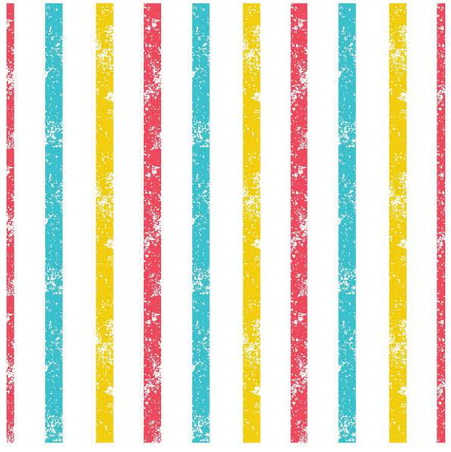

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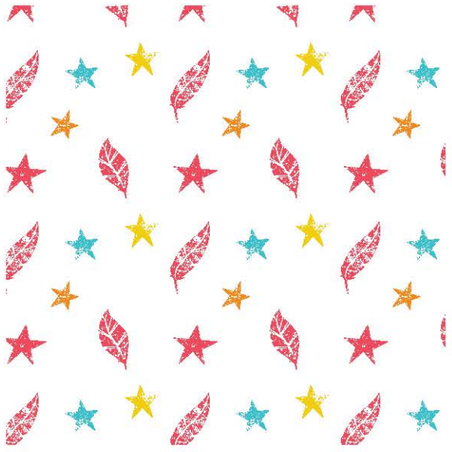

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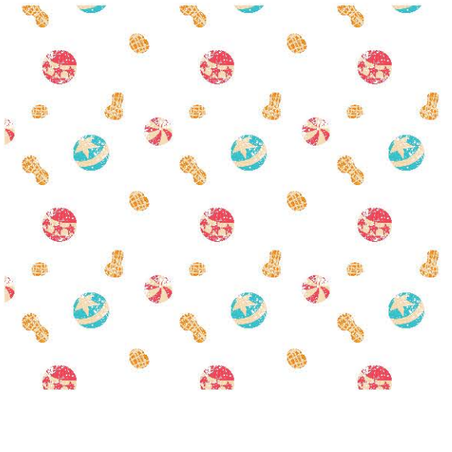

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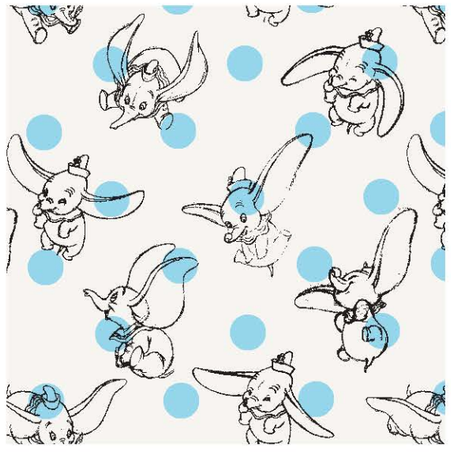

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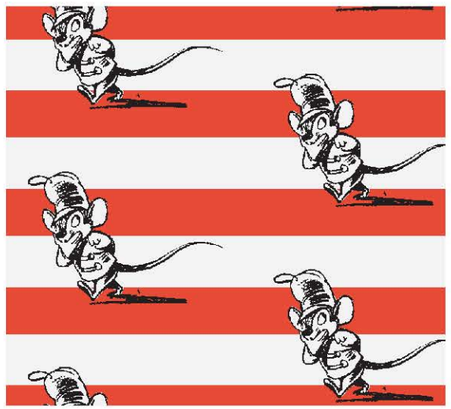

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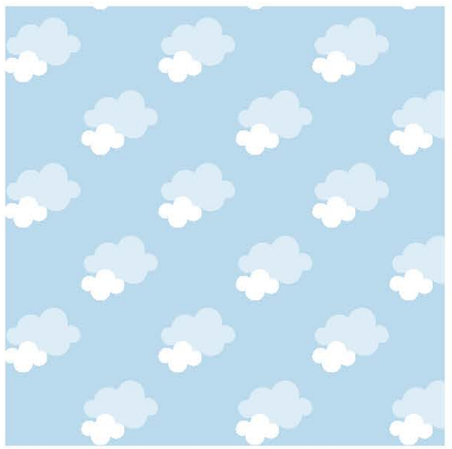

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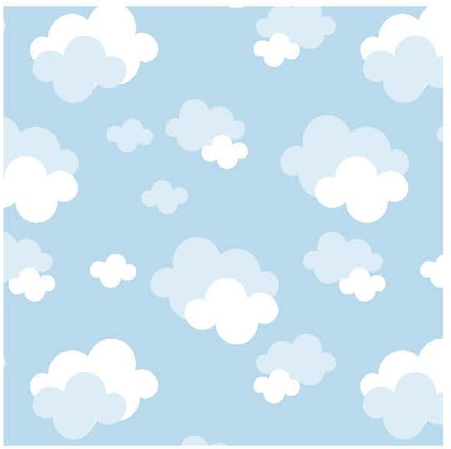

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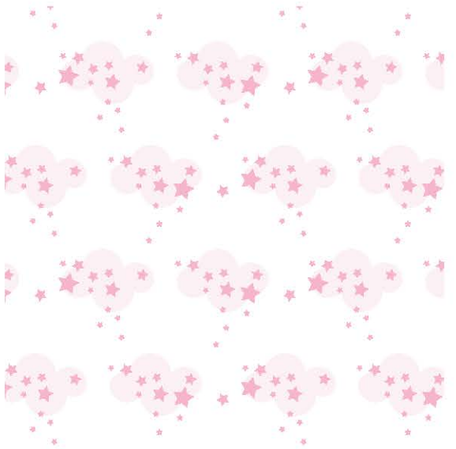

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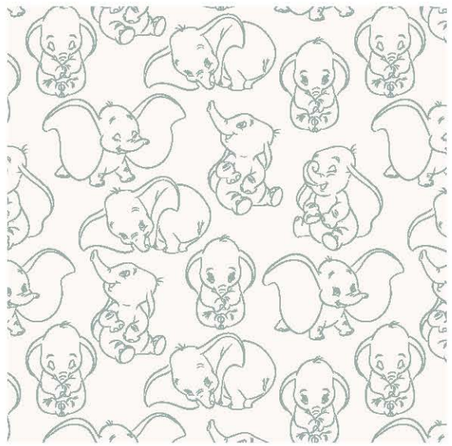

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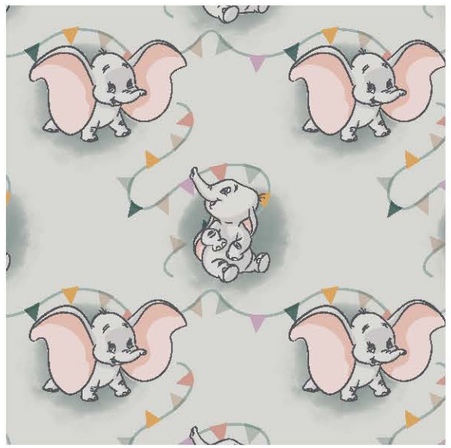

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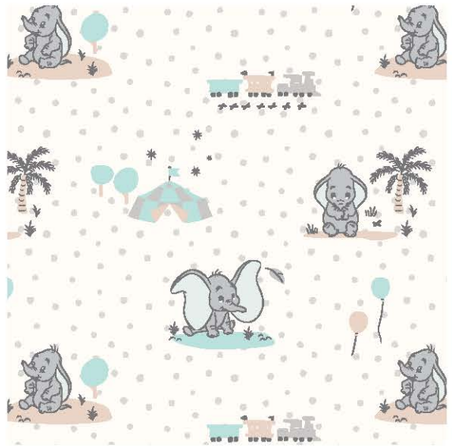

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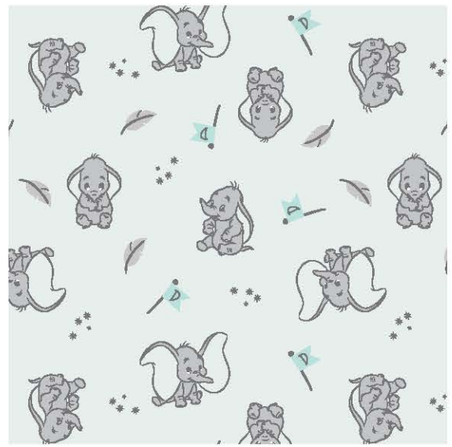

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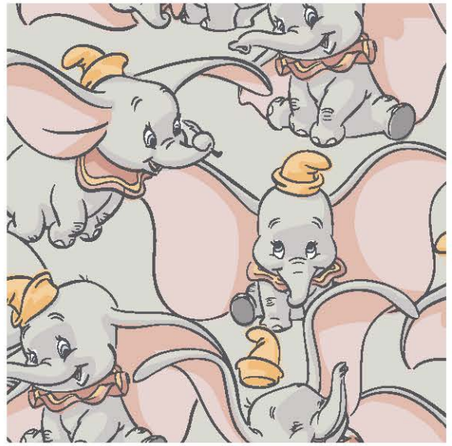

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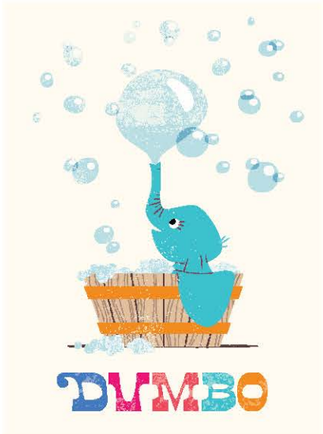

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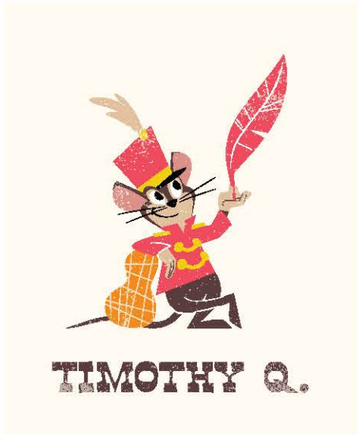

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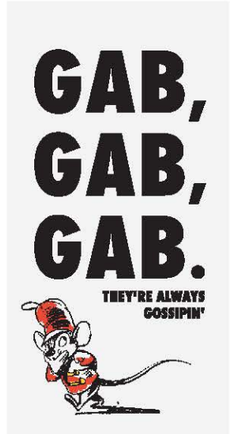

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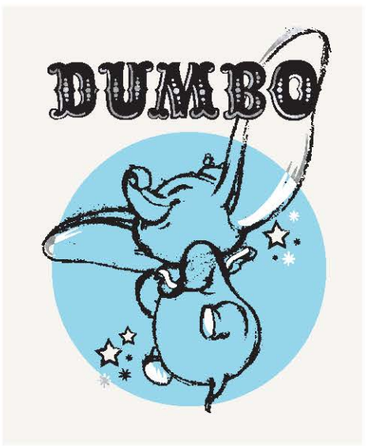

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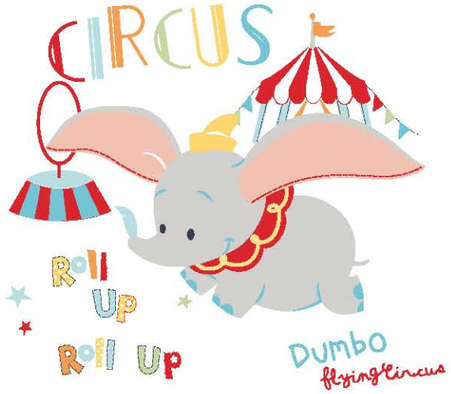

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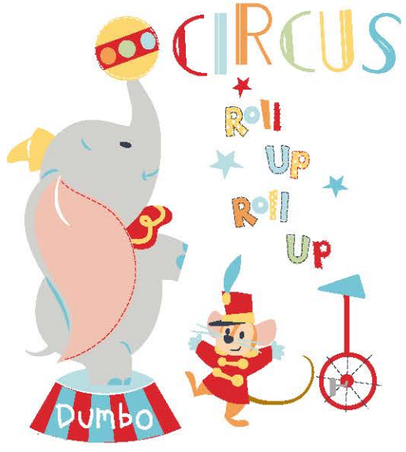

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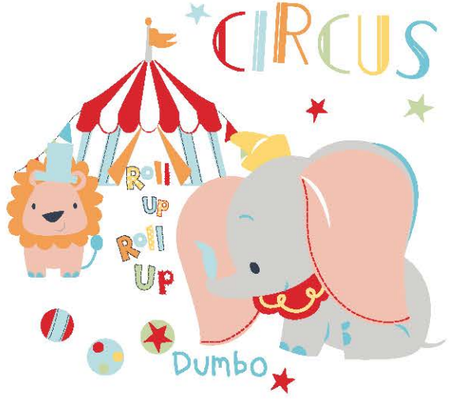

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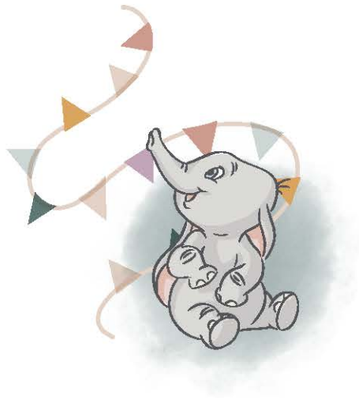

CSEU626070.ai

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AVAILABLE IN THE DISNEY ANIMALS SPOT ART POOL

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AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL

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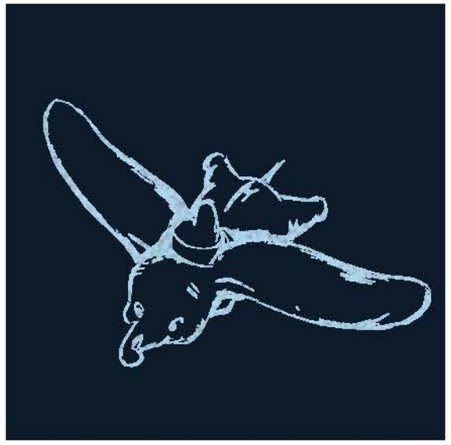

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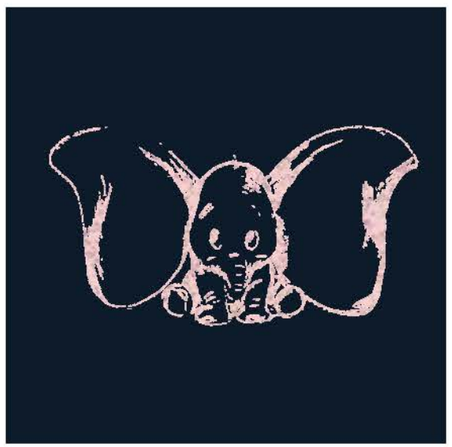

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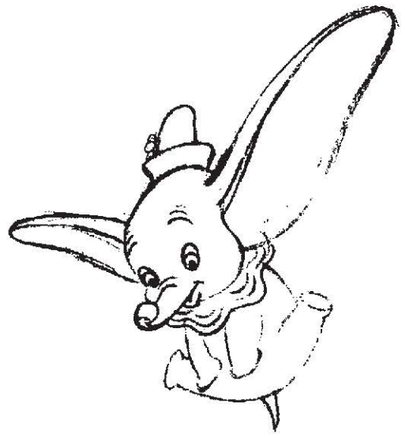

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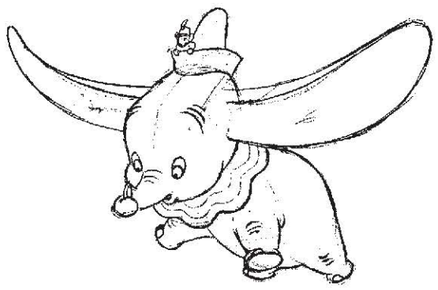

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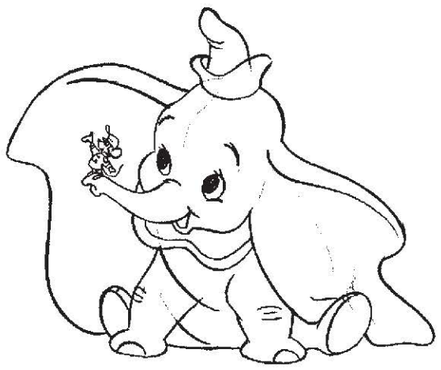

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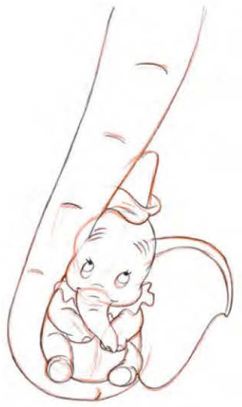

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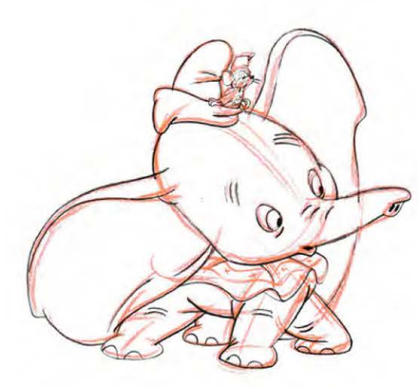

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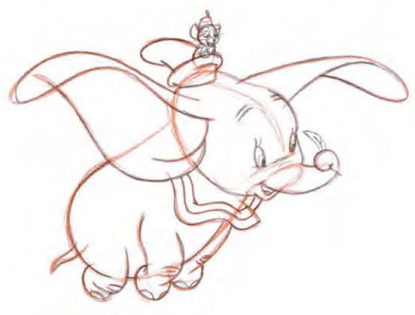

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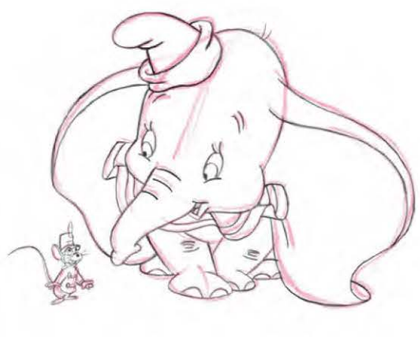

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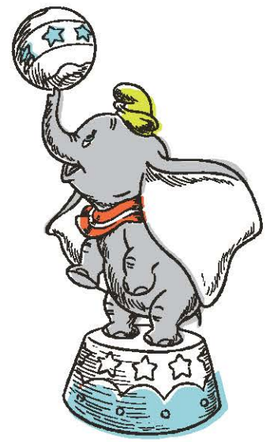

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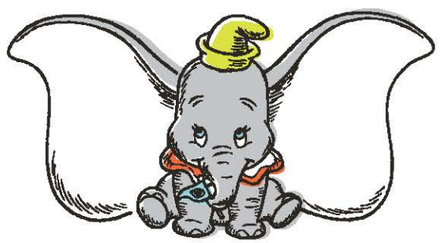

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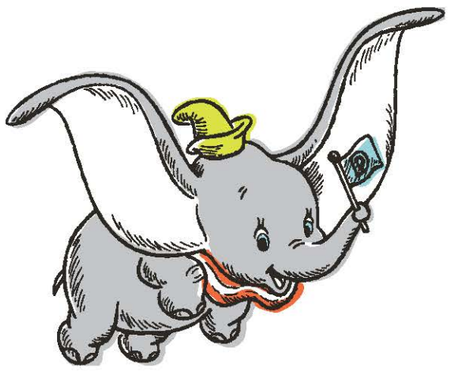

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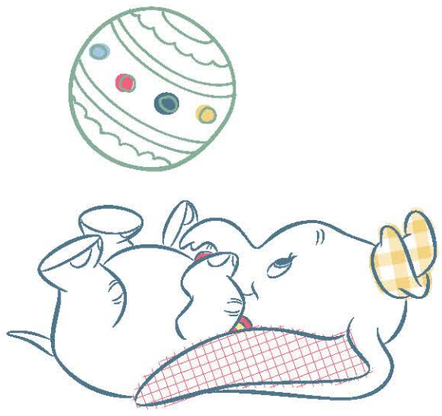

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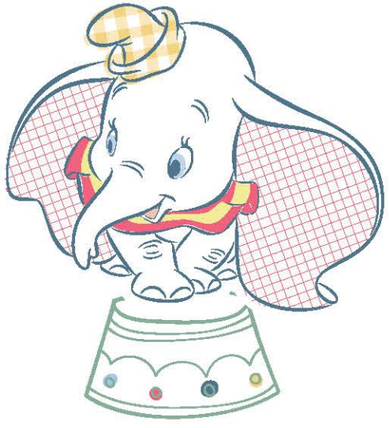

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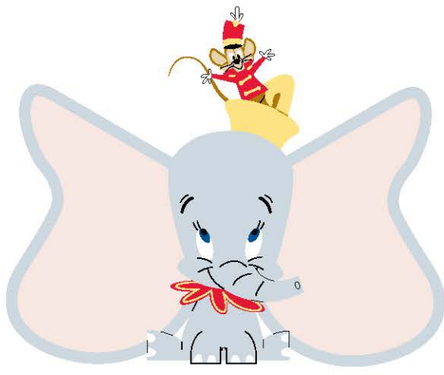

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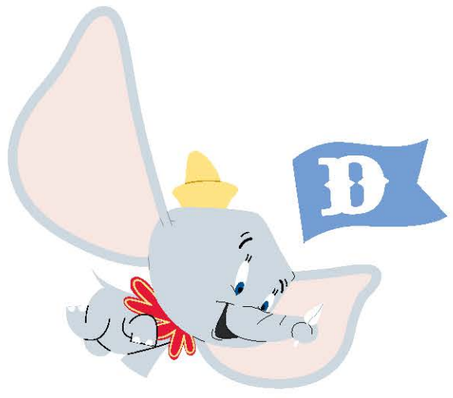

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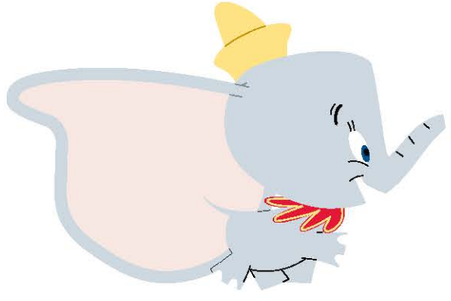

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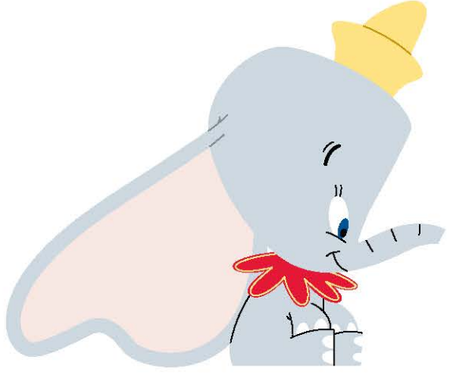

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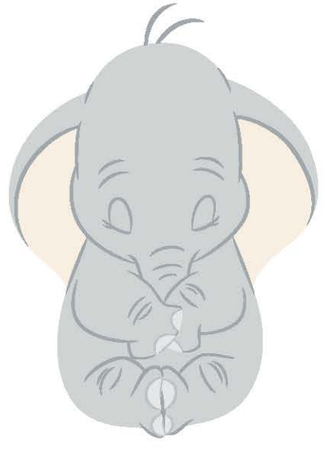

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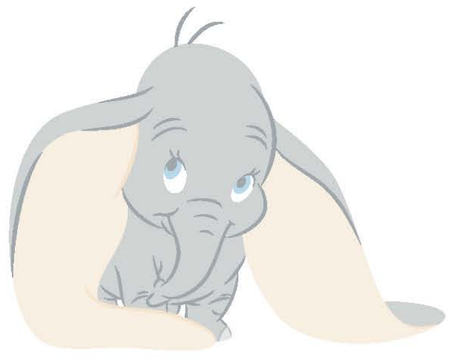

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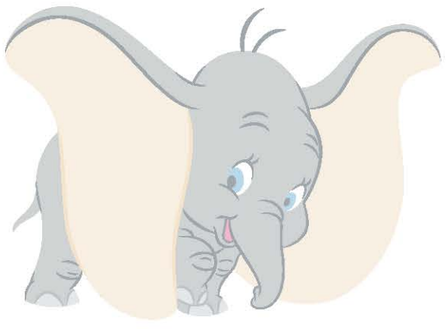

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TDS093023.ai

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TDS093042.ai

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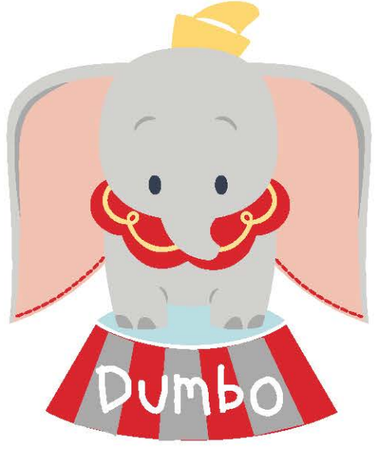

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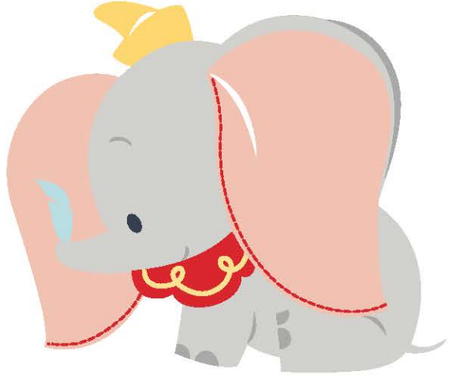

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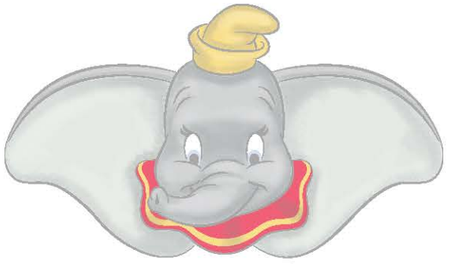

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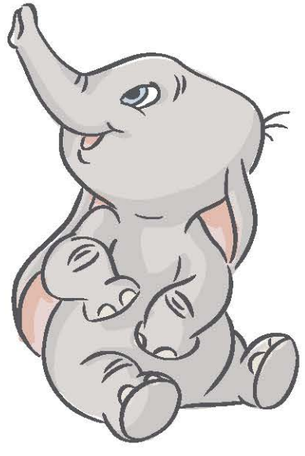

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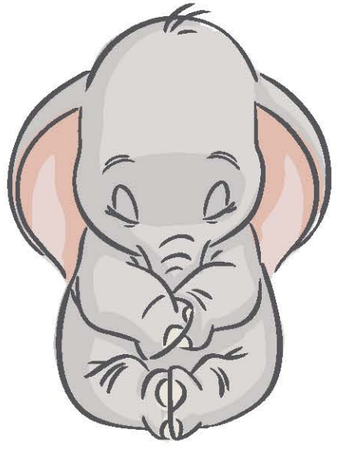

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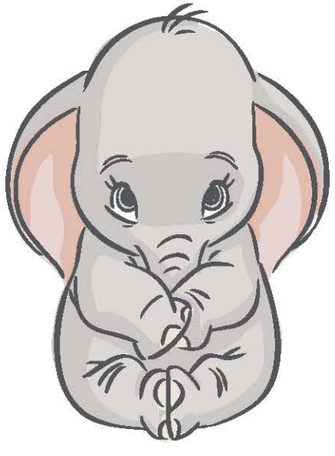

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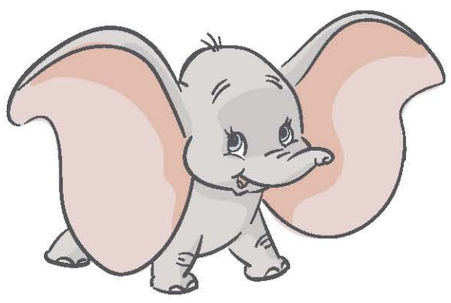

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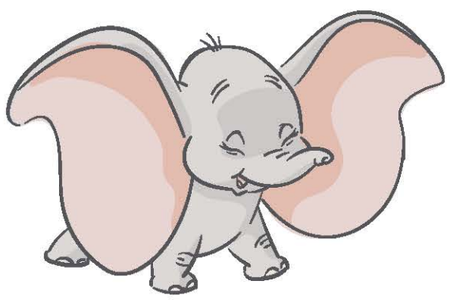

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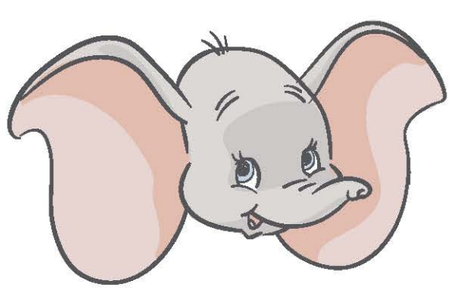

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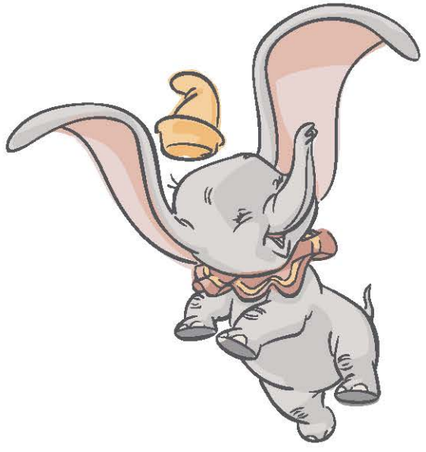
CHARACTER SPOT ART

AVAILABLE IN STYLE GUIDES



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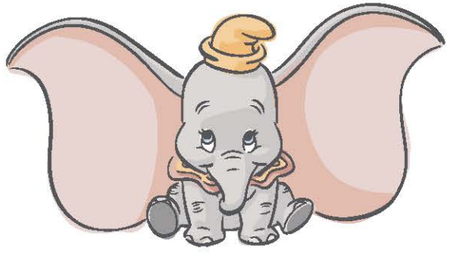

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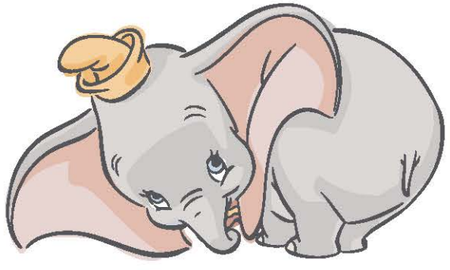

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OBJECT SPOT ART

AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL

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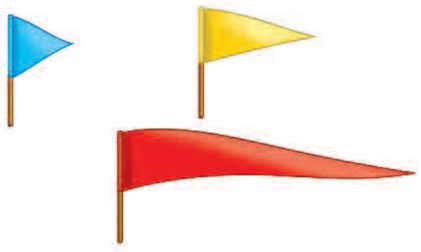

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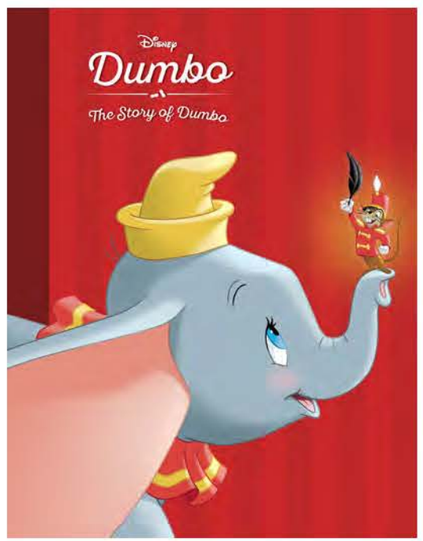
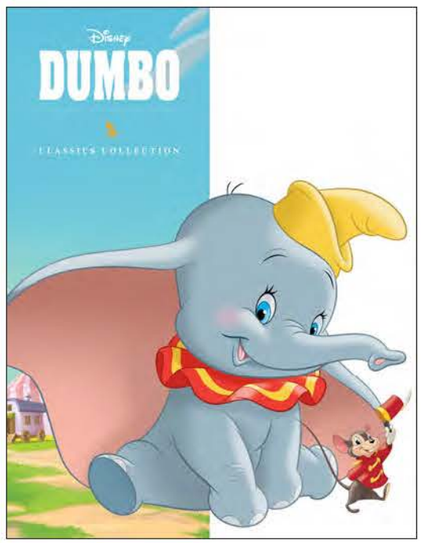
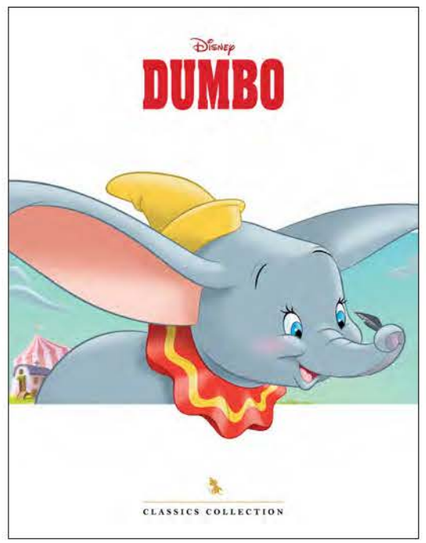
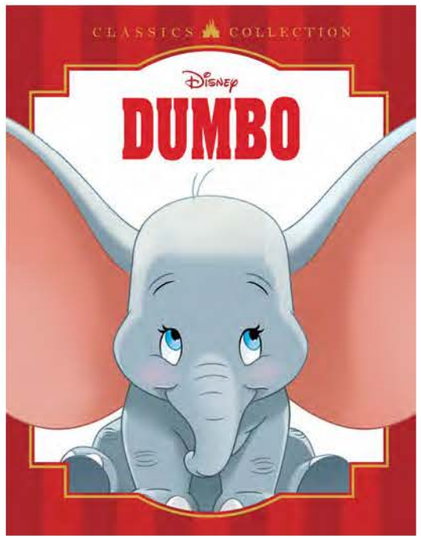
COVERS

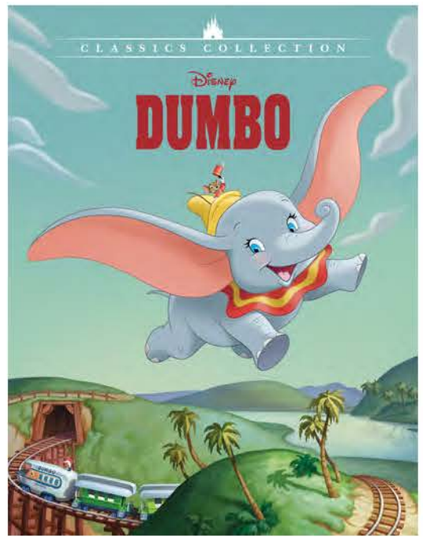
AVAILABLE IN THE DISNEY CLASSICS COVER POOL: 978DPWCCPB840











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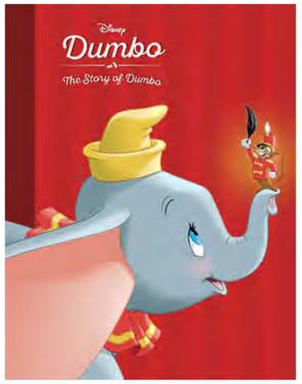
STORY INDEX

RETELLINGS

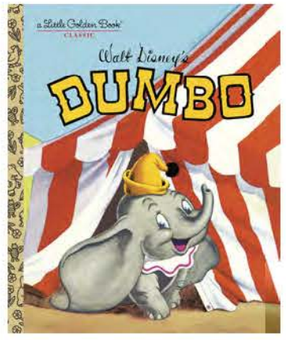


DUMBO CLASSIC STORYBOOK ART POOL

978DPWDMPB821

Ages 3–5

The refreshed 96-page classic storybook art pool for *Dumbo*

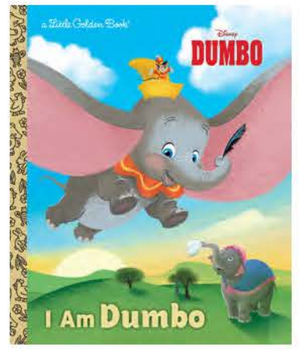


DUMBO (LITTLE GOLDEN BOOK)

9780736423090

Ages 3–5

A Little Golden Book retelling of Disney's *Dumbo* in a vintage art style

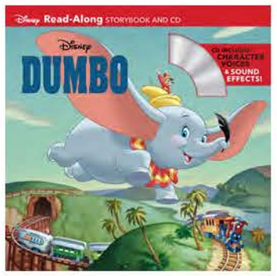


I AM DUMBO (LITTLE GOLDEN BOOK)

9780736439336

Ages 3–5

A Little Golden Book in a new art style from Dumbo's point of view

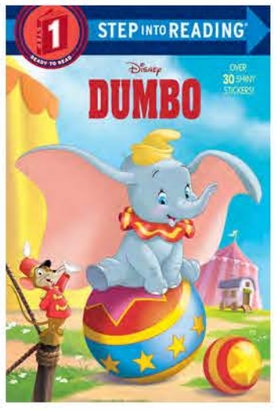


DUMBO READ-ALONG STORYBOOK AND CD

9781423143796

Ages 3–5

A read-along retelling of Disney's *Dumbo* with character voices and sound effects

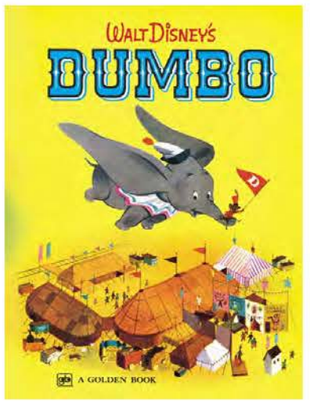


DUMBO (STEP INTO READING)

9780736439510

Ages 6–8

A leveled reader retelling of *Dumbo*



DUMBO (BIG GOLDEN BOOK)

978GBFDM02757

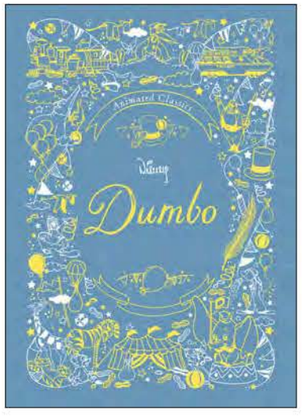
Ages 6–8

The story of *Dumbo* retold in a beautiful vintage art style

© Disney

STORY INDEX

RETELLINGS



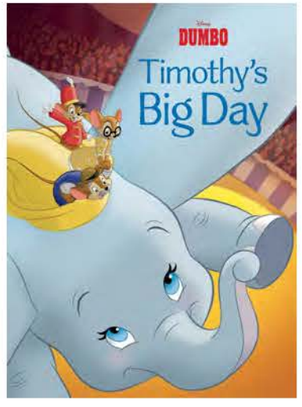
ANIMATED CLASSICS: WALT DISNEY'S *DUMBO*

978DPWDMPB670

Ages 6–8

A beautiful retelling using original and concept artwork

EXTENSION STORIES

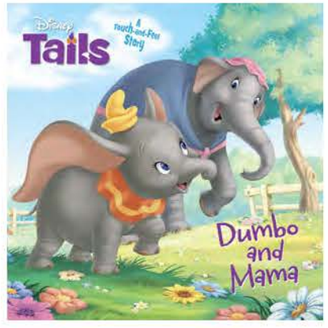


TIMOTHY'S BIG DAY

978DPWDMPB038

Ages 3–5

An original story where Timothy shows his parents around the circus



DUMBO AND MAMA

9781484729557

Ages 3–5

An extension story featuring Dumbo and his loving mom

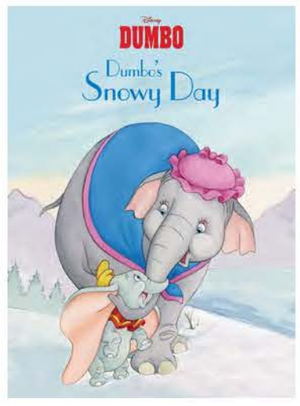
EXTENSION STORIES

A BRAND NEW ACT

978DPWDMPB898

Ages 3–5

An extension story starring Dumbo and friends



DUMBO'S SNOWY DAY

978DPWDMPB899

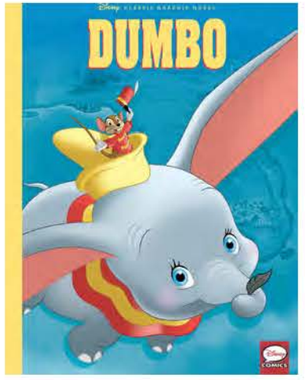
Ages 3–5

An extension story starring Dumbo and friends

© Disney

STORY INDEX

COMICS & GRAPHIC NOVELS



CLASSIC *DUMBO* GRAPHIC NOVEL

DPWOB09490

Ages 6–12

A retelling of the film *Dumbo* in comic format

COLORING & ACTIVITY

DUMBO COLORING PAGE POOL

978DPWDMCA327

Ages 3–5

The coloring page pool for *Dumbo*

© Disney

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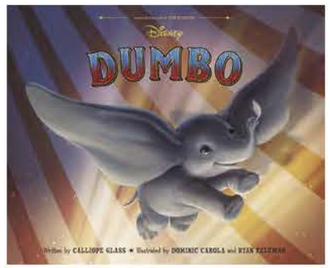
LIVE-ACTION *DUMBO*

DUMBO LIVE ACTION TOOL KIT

978DPWOBPB313

Ages 6–8

A tool kit for the live-action *Dumbo*

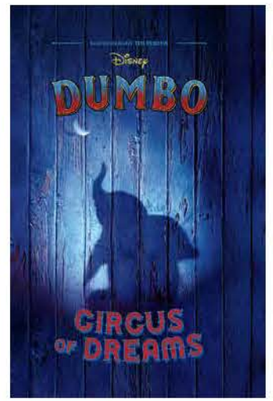


DUMBO LIVE ACTION PICTURE BOOK

9781368027649

Ages 3–5

A gorgeous jacketed picture book that captures the heart and stunning visuals of Tim Burton's *Dumbo*

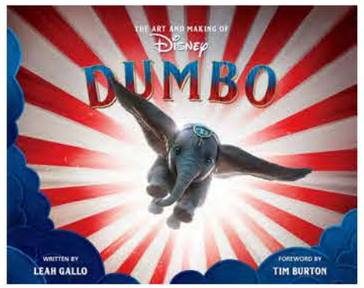


DUMBO: CIRCUS OF DREAMS (LIVE ACTION NOVELIZATION)

9781368027632

Ages 8–12

The *Dumbo* novelization retells the story of the live-actionTim Burton film and features added content about the new, compelling characters and their incredible stories

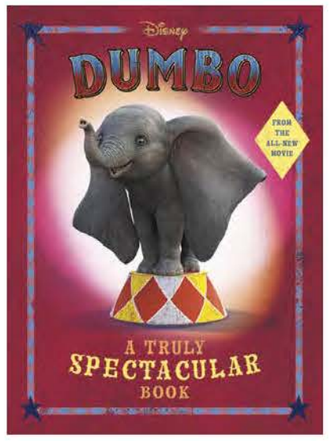


THE ART AND MAKING OF DUMBO

9781368024419

Ages 18+

An art and making of the live-action *Dumbo* featuring a foreword by Tim Burton



DUMBO LIVE ACTION COVER POOL

978DPWOBPB311

Ages 6–8

A 13-page cover pool for the live-action *Dumbo*, including bursts and badges

DUMBO LIVE ACTION SPOT ART POOL

978DPWOBPB101

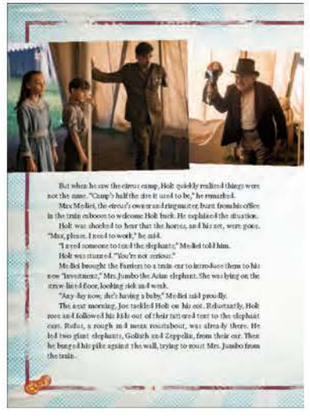
Ages 6–8

Illustrated spots from the live-action *Dumbo*

© Disney

STORY INDEX

LIVE-ACTION DUMBO

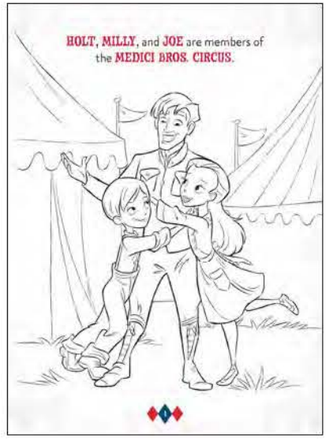


DUMBO LIVE ACTION STORYBOOK PHOTO POOL

978DPWOBPB312

Ages 6–8

A 32-page storybook art photo pool for Tim Burton's live-action *Dumbo*

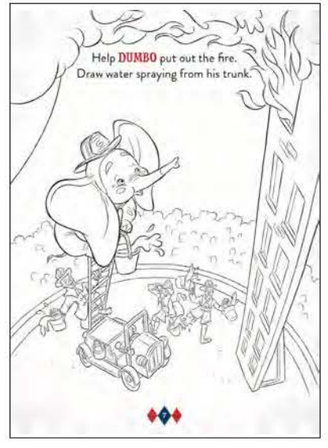


DUMBO LIVE ACTION COLORING PAGE POOL

978DPWOBCA675

Ages 6–8

The coloring page pool for the live-action *Dumbo*



DUMBO LIVE ACTION ACTIVITY POOL (ILLUSTRATED)

978DPWOBCA310

Ages 6–8

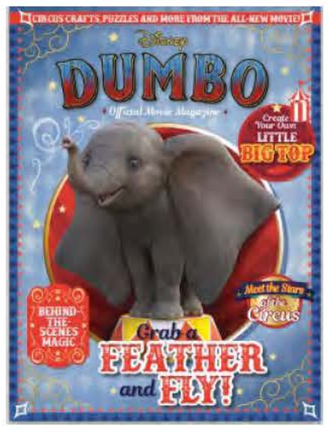
Line art coloring pages, and activity pages with both line art and full-color character spots

DUMBO LIVE ACTION ACTIVITY POOL (PHOTOS)

978DPWOBCA563

Ages 6–8

An aged-up, full-color activity pool inspired by Tim Burton's live-action *Dumbo*



DUMBO LIVE ACTION MOVIE SPECIAL MAGAZINE

DPWOB09512

Ages 6–12

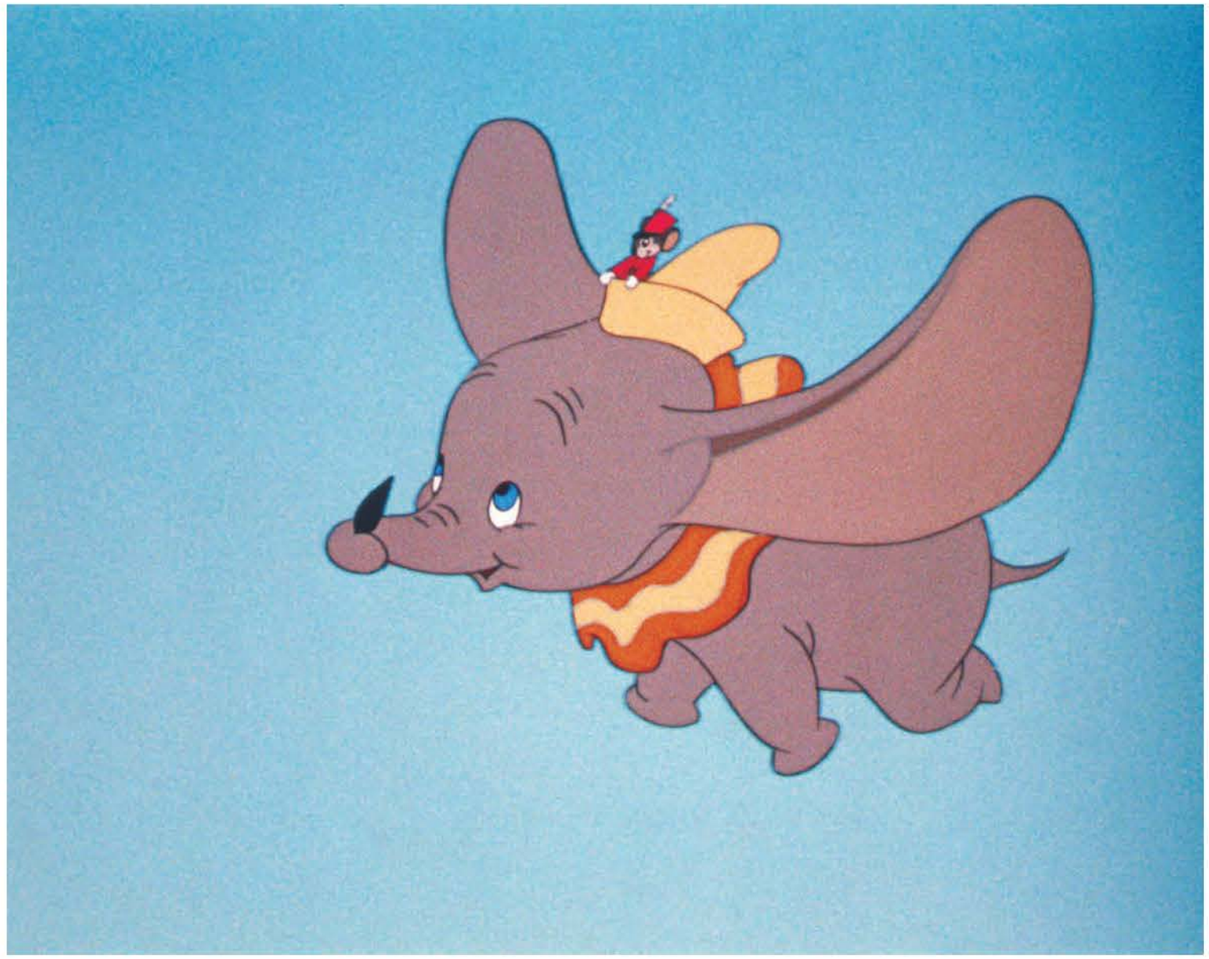
The movie specials provide an age-appropriate mix of games, crafts, activities, and editorial, along with the presentation of the characters and settings of the movie.

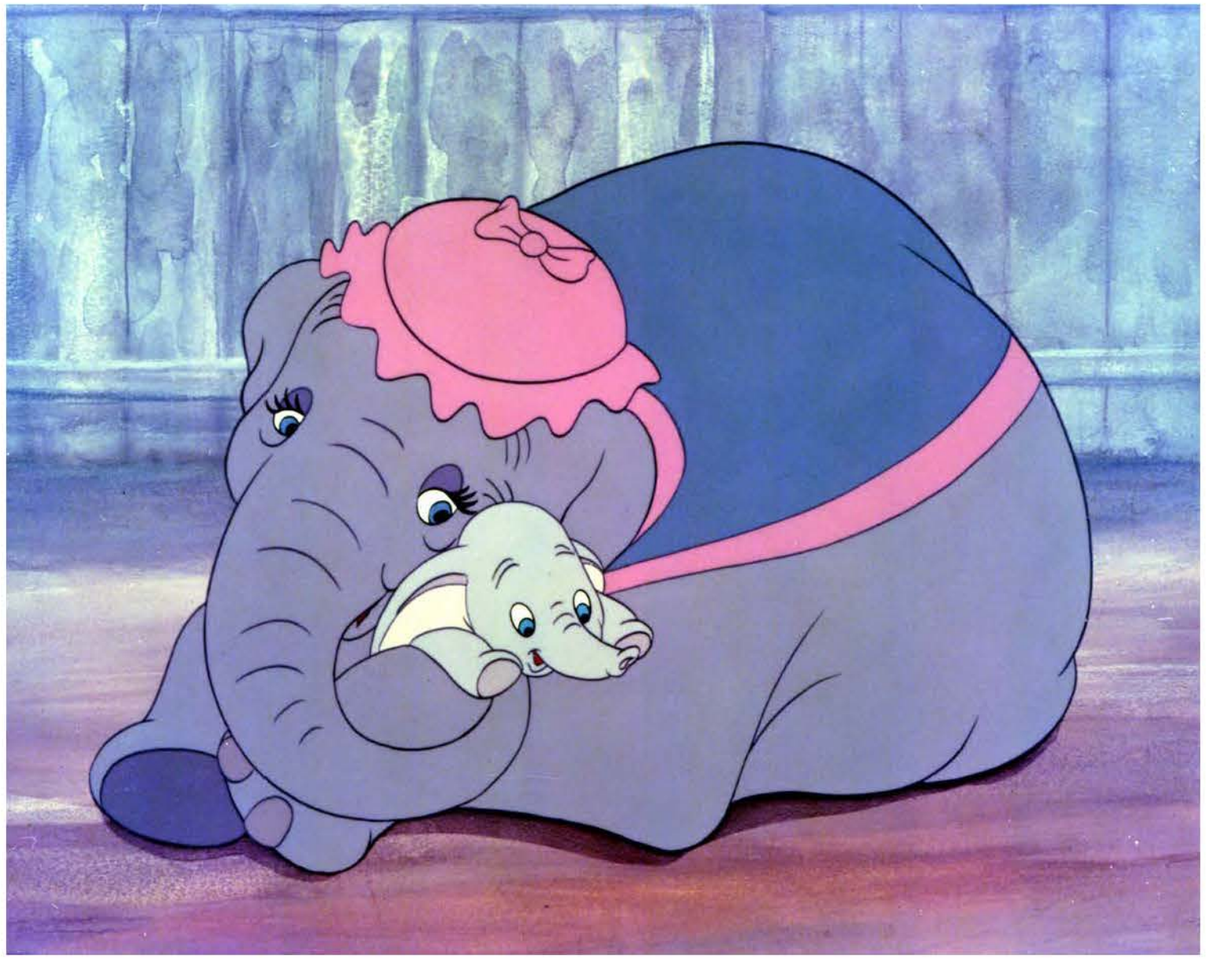
© Disney

FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d63680030298?type=both





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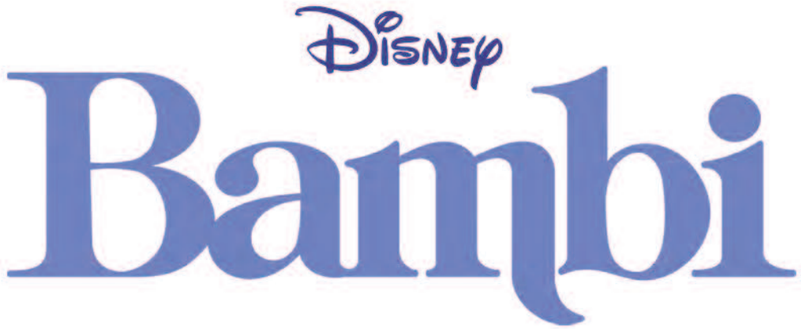


BAMBI (1942)

Next anniversary: Eightieth in 2022, Eighty-fifth in 2027

The fawn Bambi grows up to become the Great Prince of the Forest. He faces challenges like the death of his mother and a catastrophic forest fire—but he also makes wonderful friends and even falls in love along the way.

© Disney

PLOT SYNOPSIS

Bambi is a young male fawn who will one day take over the title of Great Prince of the Forest from his father. During his first winter, Bambi's mother is killed by a deer hunter, leaving Bambi's father to raise him. Over the years he befriends Thumper the rabbit, Flower the skunk, and Faline the female fawn. Bambi and his father have a distant relationship, but Bambi becomes close with his forest friends to fill the void.

Years later, Bambi enters young adulthood. Bambi courts Faline, now a doe, but an older stag challenges him for her affections. The two males battle, and Bambi is triumphant against his rival.

Later, a wildfire burns through the forest. Bambi and his friends flee, but Bambi is separated from Faline along the way. When he finds her, she is cornered by hunting dogs—but Bambi manages to ward them off. The animals reach shelter from the fire on a riverbank and survive the blaze.

Bambi becomes his father's successor and takes his place as the new Great Prince of the Forest . He keeps a watchful eye over Faline, their twin fawns, and the rest of the forest creatures.

© Disney

GUARDRAILS

WORLD RULES

- All animals in this world can talk to each other. Humans cannot talk to the animals and do not know animals can talk.
- Magic and other fantasy elements do not exist in this world.

OTHER BOOK AND FILM APPEARANCES

- The character Thumper and his sisters make further appearances in the Bunnies book franchise. However, before creating stories that mix Bunnies and *Bambi* assets, please clear with the DPW Classics franchise lead. For more information, refer to the Bunnies Tool Kit.
- These characters and their world appear again in the film *Bambi II*. However, before creating stories that cross to other properties or using non-*Bambi*-affiliated assets, please clear with the DPW Classics franchise lead. They will review on a case-by-case basis.

HOLIDAYS AND SEASONAL USAGE

- Characters from *Bambi* may not appear in holiday-themed storytelling, but they may appear in appropriate generic seasonal storytelling. All portrayals of seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
NO	NO	NO	NO	YES	NONE

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** portray Bambi, Thumper, Flower, and Faline as playful children discovering the world around them.
- **Do** keep story settings to the forest and the meadow.
- **Do** use themes of friendship, seasons of life, and discovery.

DON'TS

- **Don't** use the death of Bambi's mother and images of hunters outside of a direct retelling context.
- **Don't** emphasize scenes or dialogue exchanges that lean into sexist tropes.
- **Don't** focus on the forest fires or hunting sequences in storytelling.
- **Don't** mistakenly use images of Bambi and Faline (as both children and adults) as other characters or generic deer.

© Disney

CHARACTER SIZE CHART

BAMBI'S MOTHER

THUMPER

BAMBI

FLOWER

FRIEND OWL

© Disney

CHARACTER BIOS

BAMBI

Bambi is a bashful, sweet, and curious fawn who is destined to inherit his father's title of Great Prince of the Forest. Bambi's inquisitiveness and innocence are key to his personality and how he orients himself in the world. Bambi meets Thumper and Flower, who become his best friends. Alongside them and his mother, he learns about all the great things the natural world has to offer: flowers, trees, seasons, and the other animals. But with all great things, there is also danger. Bambi's mother warns him against letting his curiosity get the best of him and running off ahead to the meadow without her. As Bambi grows up, he and his friends learn about love from Friend Owl. Bambi eventually falls in love with his childhood friend Faline. The two later have a pair of twin fawns.

QUOTES

- "We're not the only deer in the forest."
- "I'm awful hungry, Mother."

© Disney

THUMPER

Thumper is a comical young rabbit and a well-known inhabitant of the forest. He is Prince Bambi's first and closest friend and sees great potential in him, taking the young fawn "under his wing" to teach him the ways of the forest. Unlike Bambi, Thumper can be rather mischievous, but he ultimately means well. He often gives his close friends advice that unintentionally leads them into trouble. As a young adult, he hasn't changed much and continues to speak rather loudly and thumps his left or right foot, but he's always there to offer a helping hand and get his friends out of trouble, too.

QUOTES

- "I'm thumpin'. That's why they call me Thumper!"
- "If you can't say something nice, don't say nothing at all!"

NOTE

Thumper also appears alongside his sisters in the Bunnies franchise. For more information, refer to the Bunnies Tool Kit.

© Disney

CHARACTER BIOS

BAMBI'S MOTHER

Mother is Bambi's protector. She introduces him to everyone in the forest and always makes sure her son is safe and prepared for the world. She sadly passes away, but her memory and teachings inspire Bambi to become a brave and noble Great Prince of the Forest.

QUOTES

- "Well, I think I'll call him Bambi."
- "You must never rush out on the meadow. There might be danger."
- "Come on, Bambi. Get up. Try again."

FALINE

Faline is Bambi's childhood friend who becomes his love interest as an adult. She is confident and playful, and she loves to frolic in the forest. When she grows up, Bambi saves her from a pack of wild dogs. They eventually start a family together, becoming the parents of two fawns.

© Disney

CHARACTER BIOS

FLOWER

Flower is a bashful skunk who befriends Bambi and Thumper. He hibernates throughout the winter and loves to play among the flowers. When he grows up, he falls in love with Miss Skunk.

FRIEND OWL

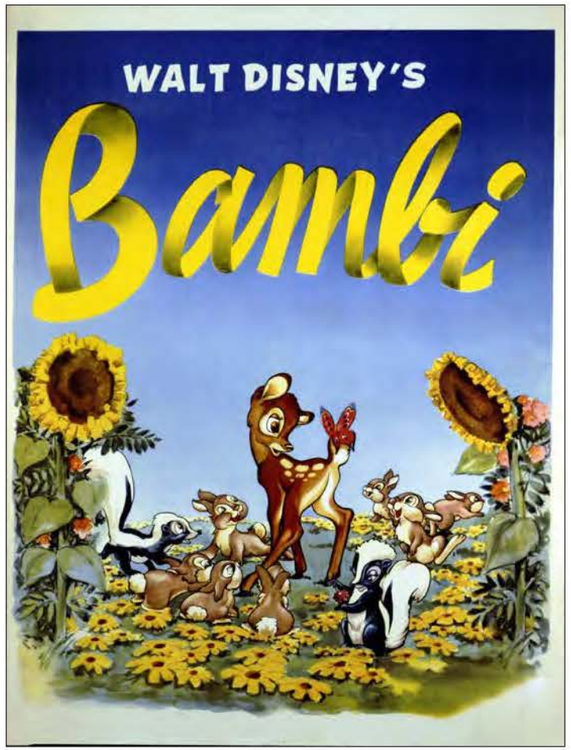
Friend Owl is a local forest owl, known by all the residents. Friend Owl is incredibly cheerful. He teaches Bambi, Thumper, and Flower all about being "twitterpated," his name for being in love.

QUOTES

- "Yes, sir—it isn't every day a prince is born. You're to be congratulated!"
- "They're twitterpated!"
- "Well, this is quite an occasion!"

© Disney

VINTAGE MOVIE POSTERS



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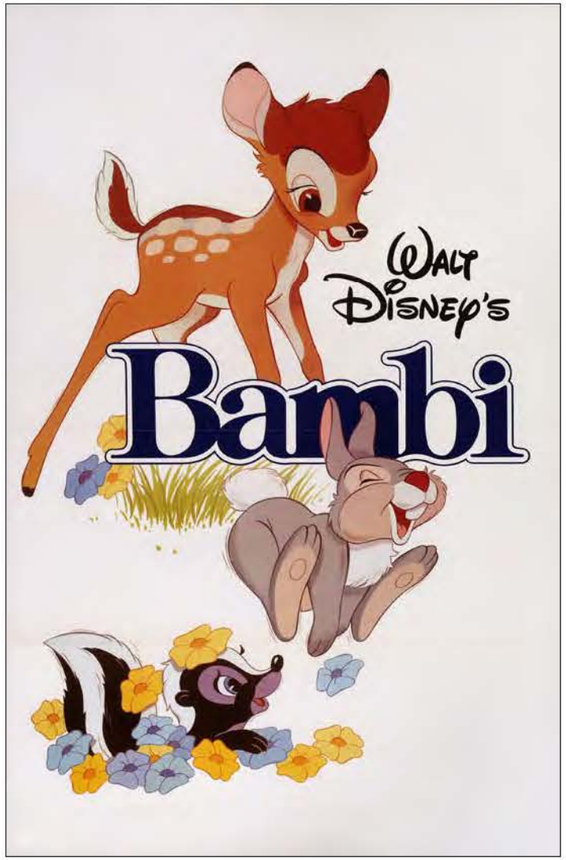

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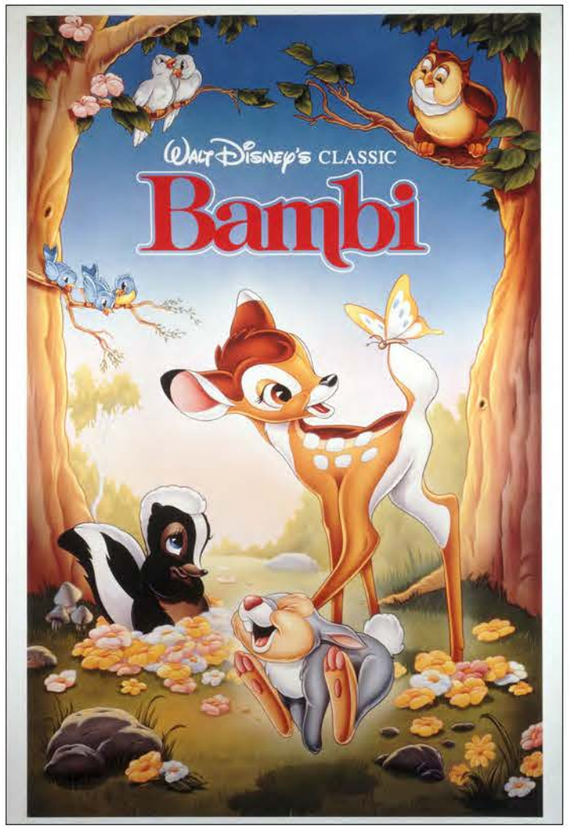

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DESIGN ASSETS

PATTERNS

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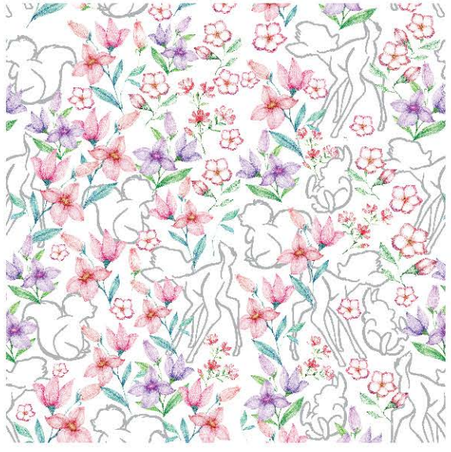

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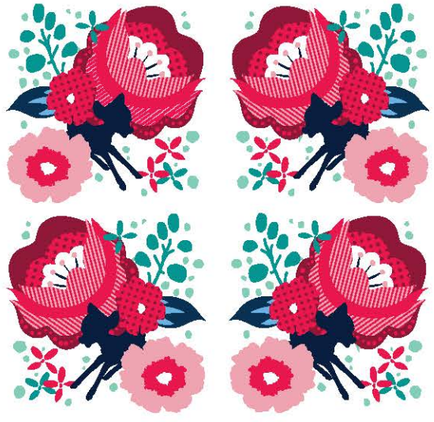

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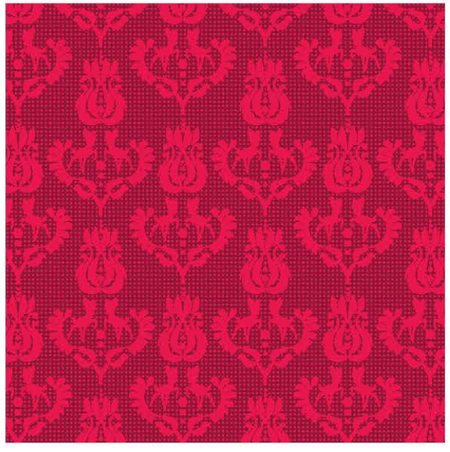

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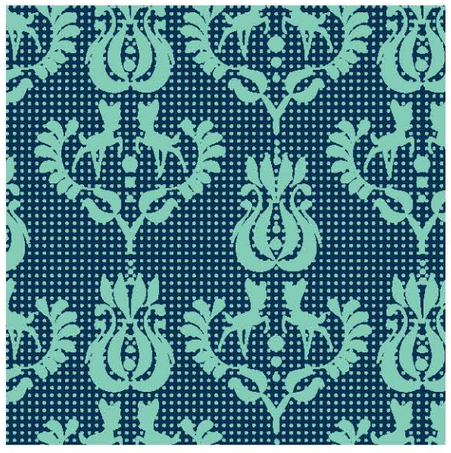

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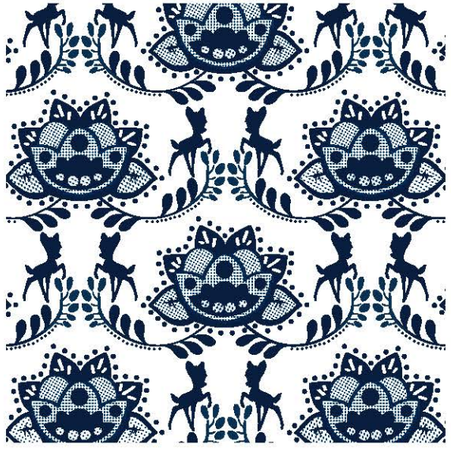

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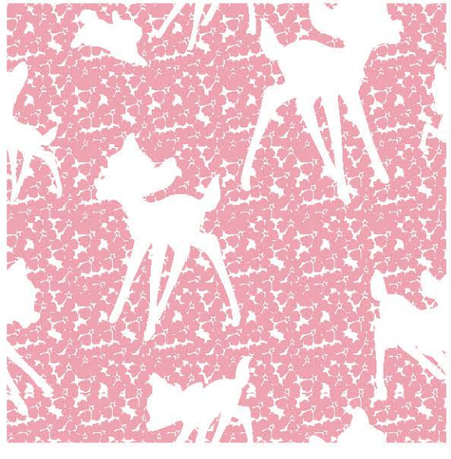

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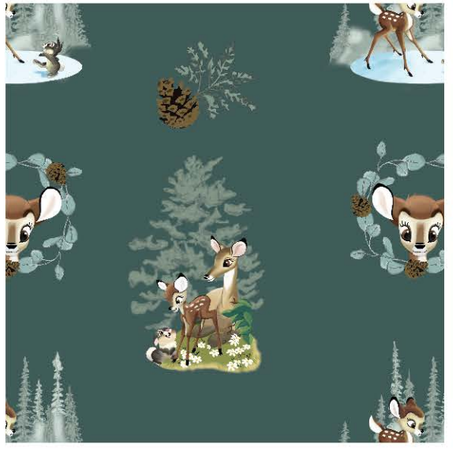

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PATTERNS

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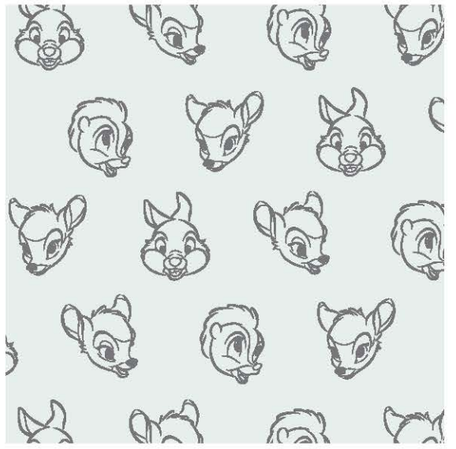

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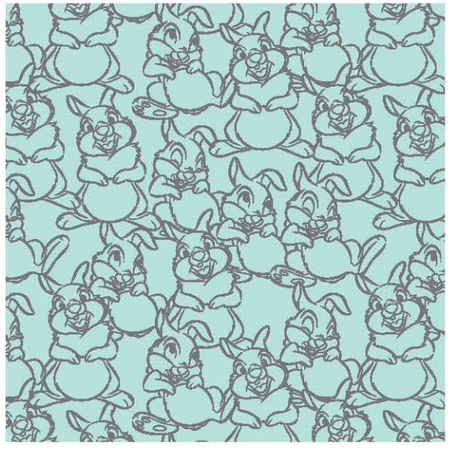

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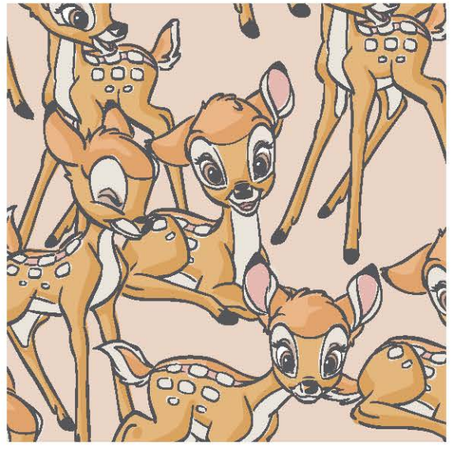

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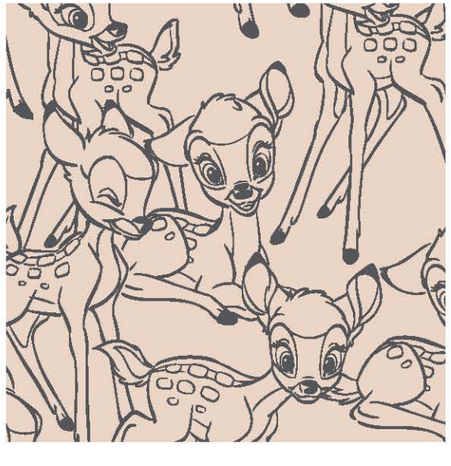

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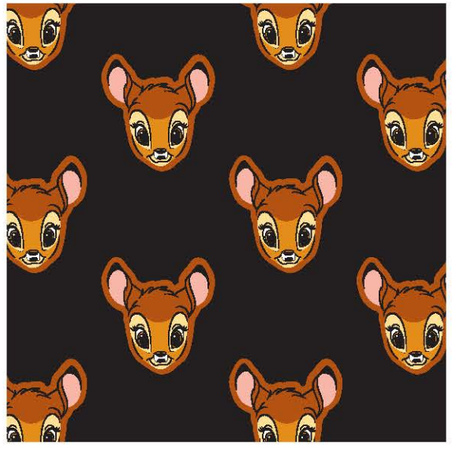

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DESIGN ASSETS

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DESIGN ASSETS

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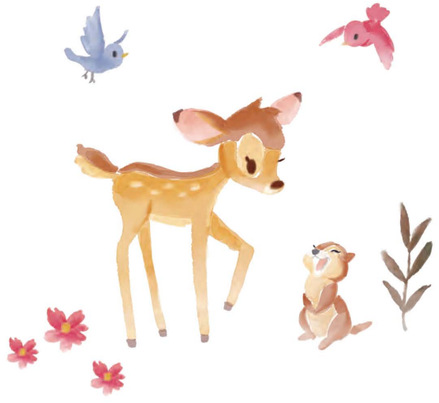

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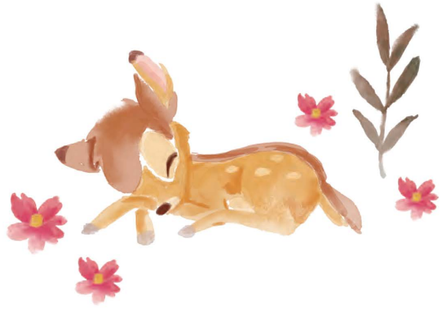

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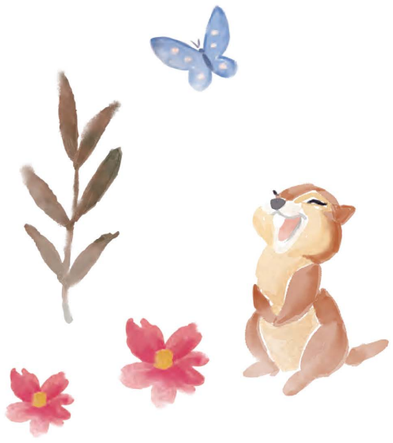

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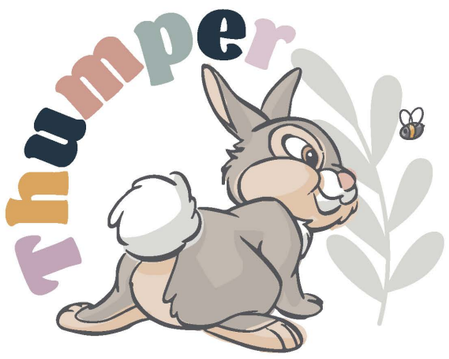

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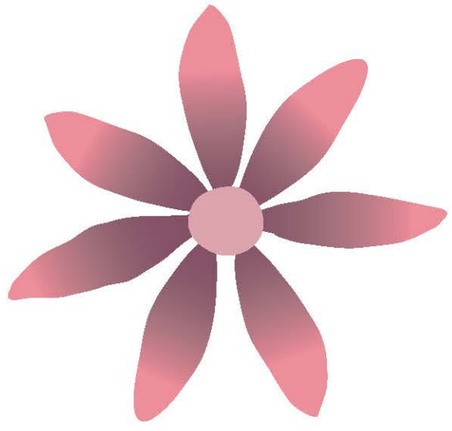

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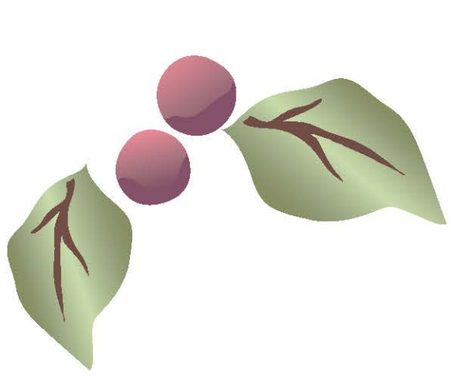

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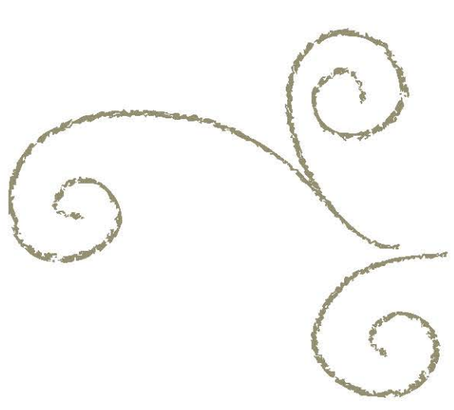

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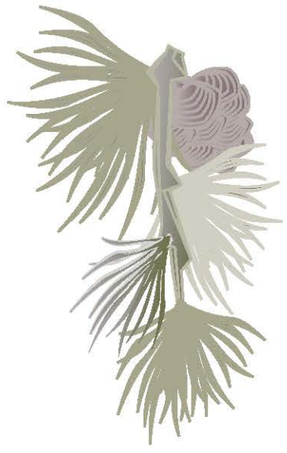

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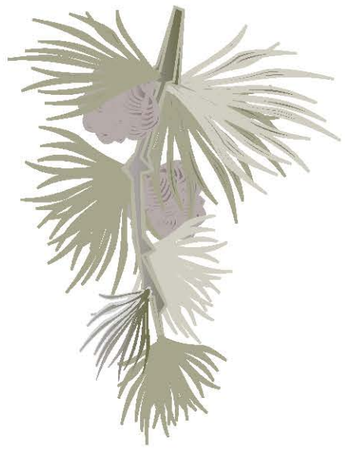

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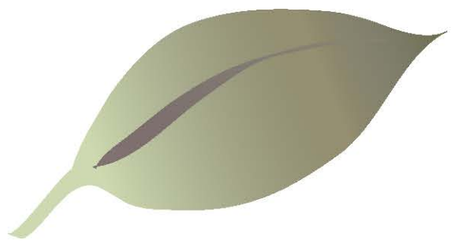

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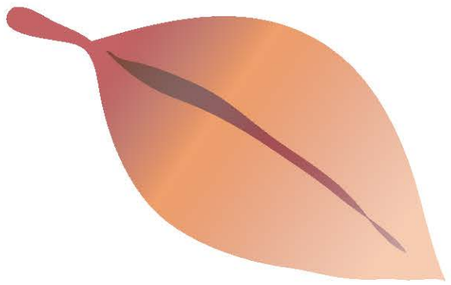

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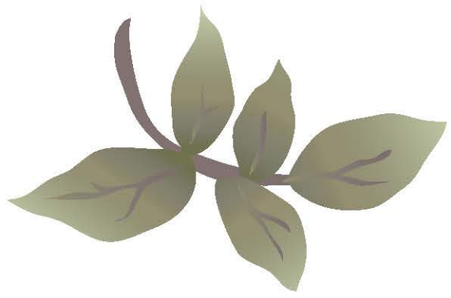

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ICONS

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY CLASSICS SPOT ART POOL

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AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL

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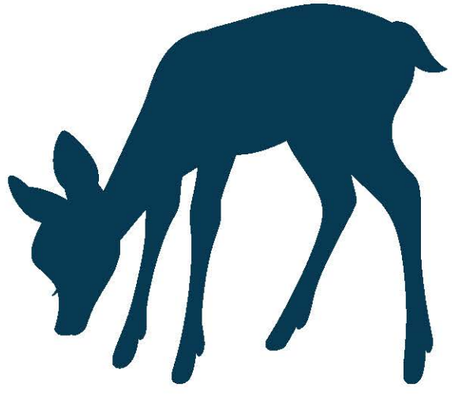

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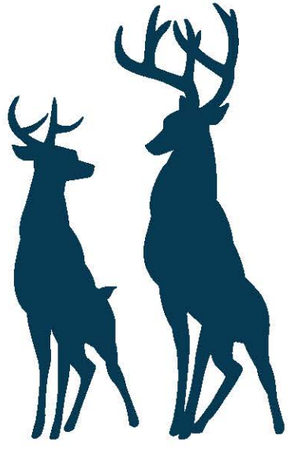

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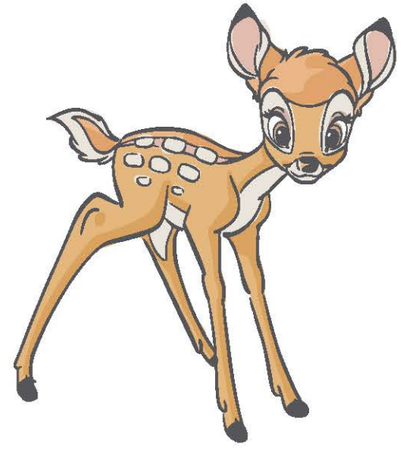

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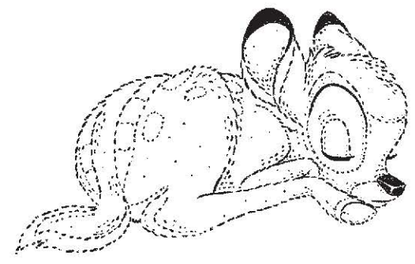

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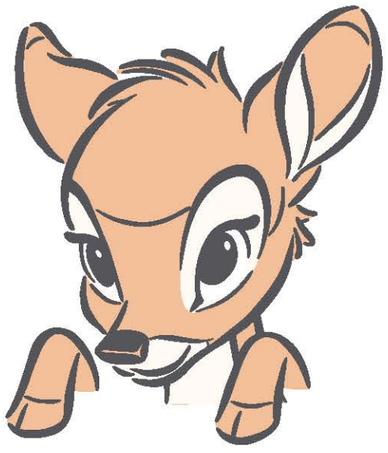

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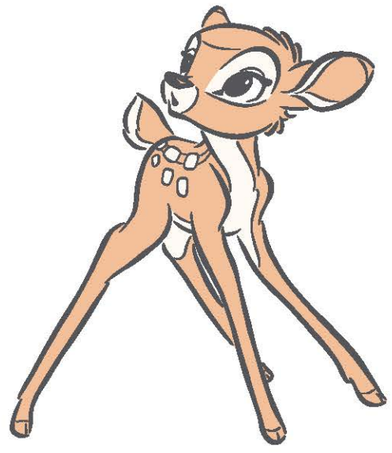

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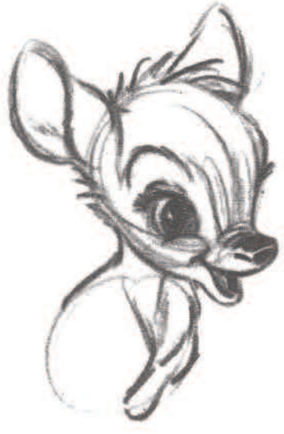

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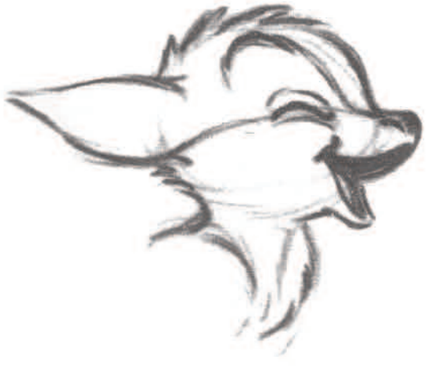

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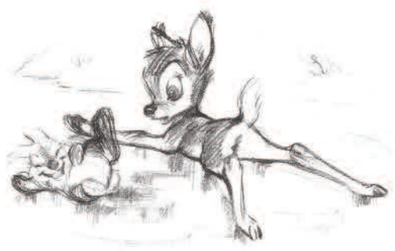

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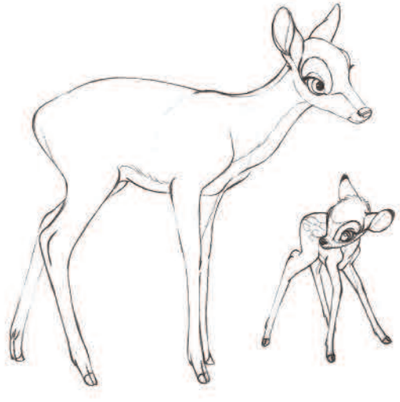

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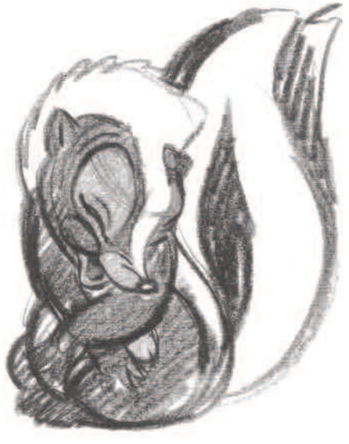

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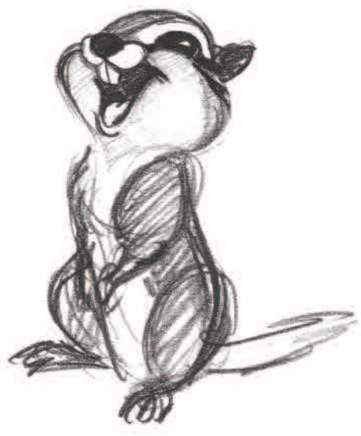

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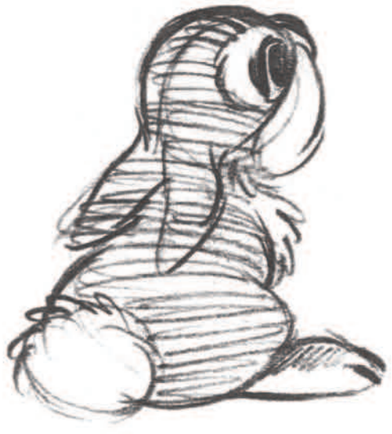

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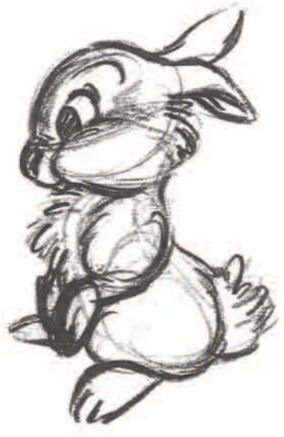

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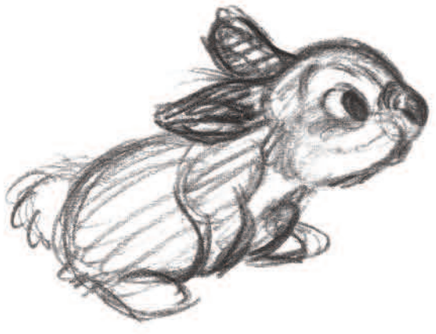

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CHARACTER SPOT ART

AVAILABLE IN STYLE GUIDES

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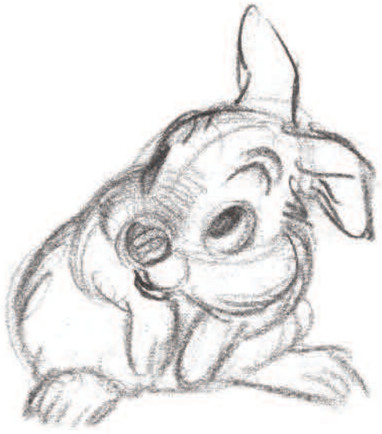

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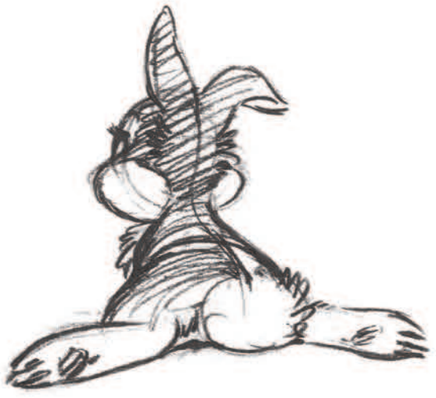

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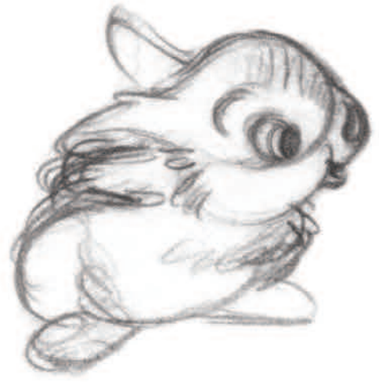

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CHARACTER SPOT ART

AVAILABLE IN STYLE GUIDES

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OBJECT SPOT ART

AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL

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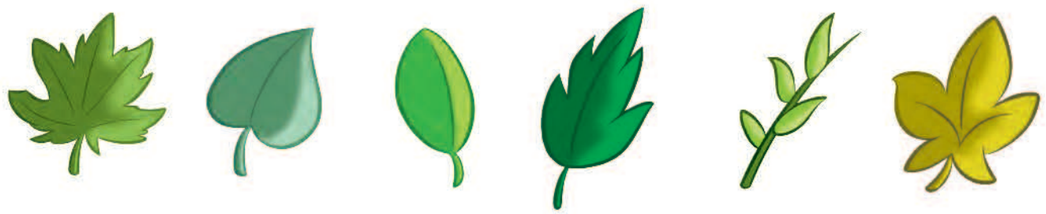

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STORY INDEX

RETELLINGS

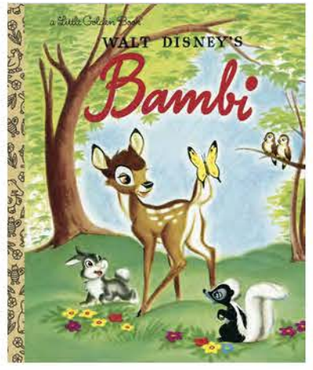
COMING SOON!

BAMBI CLASSIC STORYBOOK ART POOL

978DPWBMPB144

Ages 3–5

The 96-page classic storybook art pool for *Bambi*

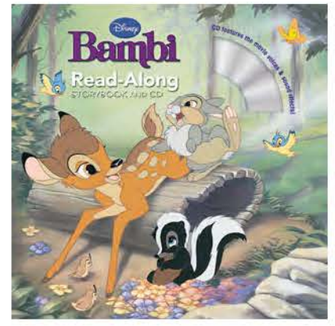


BAMBI (LITTLE GOLDEN BOOK)

9780736423083

Ages 3–5

A Little Golden Book retelling of *Bambi* using a vintage art style



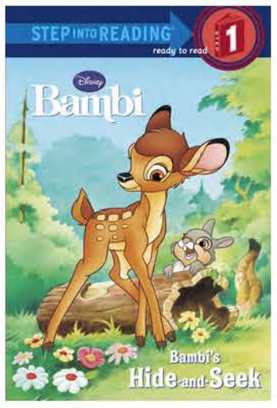
BAMBI READ-ALONG STORYBOOK AND CD

9781423143789

Ages 3–5

A read-along retelling of *Bambi* with character voices and sound effects

EXTENSION STORIES



BAMBI'S HIDE AND SEEK (STEP INTO READING)

9780736413473

Ages 0–2

A leveled reader about Bambi searching for Thumper

COMING SOON!

THE WINTER TRAIL

978DPWBMPB891

Ages 3–5

An extension story in which Bambi, Thumper, and Faline follow some mysterious tracks

SNOWY DAY (A LOOK-LOOK BOOK) [PAINT SCANS ONLY

978DPWBMPS184

Ages 3–5

An extension story about a snowy day

© Disney

STORY INDEX

EXTENSION STORIES

***OPOSSUM PROBLEM* [PAINT SCANS ONLY]**
9780307105813
Ages 3–5
An extension story about Bambi making a new friend

***BAMBI'S GAME* [PAINT SCANS ONLY]**
978DPWBMPS167
Ages 3–5
An extension story about Bambi and friends playing games

THE LIGHT-UP NIGHT
978DPWBMPB910
Ages 3–5
An extension story starring Bambi and friends

THE WONDERFUL WINTER TREE
978DPWBMPB892
Ages 3–5
An extension story starring Bambi and friends

THE SPRING ADVENTURE
978DPWBMPB890
Ages 3–5
An extension story starring Bambi and friends

© Disney

STORY INDEX

COMICS & GRAPHIC NOVELS

BAMBI GRAPHIC NOVEL

DPWBMEGN01

Ages 6–12

A retelling of the film *Bambi* in comic format

COLORING & ACTIVITY

BAMBI COLORING PAGE POOL

978MRVBMCA061

Ages 3–5

The refreshed coloring page pool for *Bambi*

DISNEY BUNNIES

Find the Story Index for Disney Bunnies in the Bunnies Tool Kit

© Disney

FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d6368003029d?type=both

© Disney

ALICE IN WONDERLAND (1951)

Next anniversary: Seventy-fifth in 2026

After a young girl named Alice falls down a fateful rabbit hole, she enters a world filled with adventure, mystery, magic, and even danger that she must outwit to return to the real world—unless it's all just a dream?

© Disney

PLOT SYNOPSIS

On a summer day in the park in England, Alice wanders off from her sister, wishing that she had her own world. Suddenly, Alice sees a bespectacled white rabbit exclaiming about his lateness, follows him into a rabbit hole—and falls straight down. Once at the bottom of the hole, Alice follows the rabbit to a tiny door. Despite conflicting instructions from the Doorknob, Alice magically shrinks enough to pass through, and she follows the White Rabbit into a forest. She meets Tweedledee and Tweedledum, twin brothers who delight in reciting poems and songs.

Alice continues to the White Rabbit's house, where she eats a cookie and grows so large that she gets stuck inside. The White Rabbit is frightened of her, leading Alice to eat a carrot from his garden and shrink down so she can chase him. Because of Alice's size, the flowers appear as tall as trees. Initially, the flowers are eager to entertain her, but when she reveals that she is not a flower, they throw her out in a panic.

Alice sees a blue caterpillar next. She asks him how to grow tall again, but he continuously interrupts her. He gives her cryptic advice about a mushroom, and eventually, Alice eats the perfect amount of it to return to her normal size. She puts extra mushroom pieces in her pocket.

Next Alice meets the Cheshire Cat, a grinning feline that can disappear and reappear at will and speaks only in riddles. He points her toward the March Hare's house. Alice finds the March Hare, Mad Hatter, and Dormouse seated at a long table outside, celebrating their unbirthdays—a day when it is no one's birthday. When the White Rabbit shows up, the Hatter and March Hare attempt to fix his pocket watch but end up destroying it. They throw the White Rabbit out, and Alice chases him again—but he disappears.

Alice gets lost in Tulgey Wood, filled with bizarre and frightening creatures. She breaks down crying and finds the Cheshire Cat again. He opens a door to a hedge maze, telling Alice that the Queen of Hearts could possibly help her. At the end of the maze, the White Rabbit reappears and heralds the arrival of the Queen, her husband, and her army of cards. The Queen has a ferocious temper and is prone to beheading her subjects.

When the Cheshire Cat pranks the Queen during a game of croquet, Alice takes the blame. She is put on trial, but in the courtroom, she remembers the mushrooms in her pocket and eats them. She grows gigantic and scolds the Queen for her rash behavior, but then starts shrinking back to her normal size. The card soldiers chase Alice through Wonderland until she returns to the Doorknob. He tells her that she's already on the other side. Through the keyhole, Alice sees herself asleep in the park; Wonderland is just a dream. She bangs on the door as the mob draws closer, until she awakens. She and her sister return home, Alice deep in thought about her wild dream.

© Disney

GUARDRAILS

WORLD RULES

- The White Rabbit is the only Wonderland inhabitant who can appear in Alice's real-world England. All other Wonderland characters should remain within that world and should not cross over. It is recommended to set extension stories in Wonderland to make use of the full range of characters.
- All of the animals in Wonderland can talk to each other and to humans. This does not apply to animals in Alice's real-life England, such as Alice's cat.
- Magic and fantasy elements do exist in this world, as seen via moments like Alice changing sizes, and this can be explored in extension stories. However, make sure to clear ideas with the DPW Classics franchise lead.

OTHER FILM APPEARANCES

- Assets from the live-action films Tim Burton's *Alice in Wonderland* and its sequel, *Alice Through the Looking Glass*, should not be mixed with assets from the animated film.
- Assets from the Disney Junior show *Alice's Wonderland Bakery* and the live-action show *Adventures in Wonderland* should not be mixed together, or with assets from the animated film.

HOLIDAYS AND SEASONAL USAGE

- Characters from *Alice in Wonderland* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES*	YES* (All Hallows' Eve)	YES*	YES*	YES	NONE

* All holidays must either be celebrated in the "real world" of the film, or the real-world character Alice must bring knowledge of the holiday to the fantastical-world characters (the inhabitants of Wonderland).

© Disney

EDITORIAL GUIDELINES

DOS

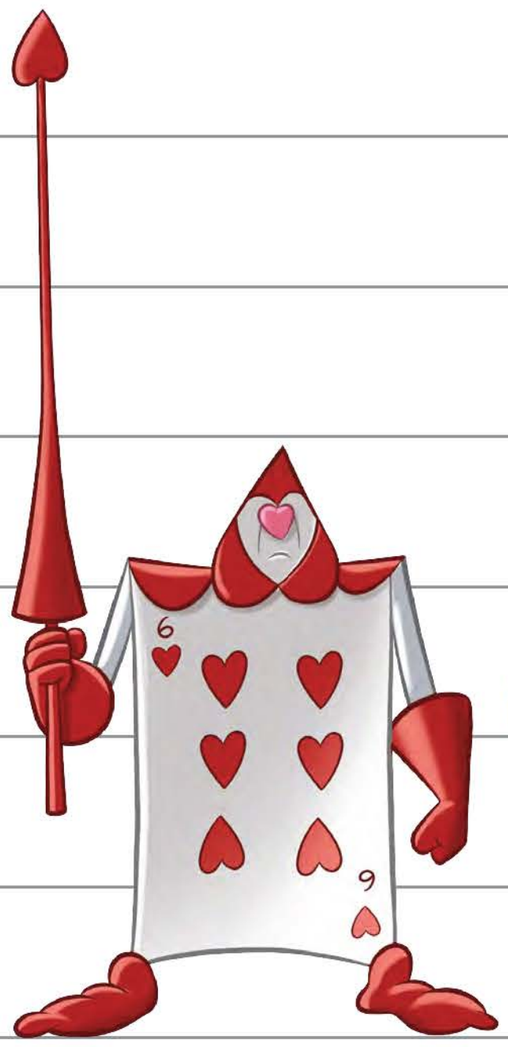
- **Do** portray Alice as a brave and curious character exploring a new magical world.
- **Do** emphasize themes of appreciating what one has.

DON'TS

- **Don't** use the phrases "Eat Me" or "Drink Me" outside of a direct retelling context.
- **Don't** use the words *mad* or *madness* to describe the characters or their actions outside of direct retelling context or quotes from the film.
- **Don't** show the Walrus and Carpenter segment out of context.
- **Don't** show or refer to the Caterpillar or Dodo smoking.
- **Don't** reference beheadings outside of direct retelling context or quotes from the film.
- **Don't** portray the Dormouse as inebriated or drinking alcohol.

© Disney

CHARACTER SIZE CHART



CARD SOLDIER

MAD HATTER

DORMOUSE

MARCH HARE

QUEEN OF HEARTS

ALICE

THE WHITE RABBIT

CHESHIRE CAT

TWEEDLEDEE AND TWEEDLEDUM

© Disney

CHARACTER BIOS

ALICE

Alice is a curious, polite young girl whose surreal imagination enables her to escape her practical, mundane life. Her inclination toward the magical and fantastical leads her deep into the mysterious Wonderland; however, as she gets deeper into the world and meets its cast of characters, she discovers a newfound appreciation for her normal everyday existence in reality, and yearns to return to it.

QUOTES

- "Curiouser and curiouser."
- "I was just giving myself some good advice."
- "Of all the silly nonsense."
- "It would be so nice if something would make sense for a change."

© Disney

CHARACTER BIOS

THE WHITE RABBIT

A nervous, high-strung creature, the White Rabbit is the official royal herald of the temperamental Queen of Hearts, ruler of Wonderland, an obligation to which he often finds himself running late, thus spurring his anxiety. Initially the impetus for Alice's descent into Wonderland, the White Rabbit is more focused on following the Queen's orders than keeping track of Alice's whereabouts in the strange new world, leading to her getting lost.

QUOTES

- "Oh, my fur and whiskers! I'm late! I'm late! I'm late!"
- "I'm late, I'm late, for a very important date. No time to say hello, goodbye. I'm late! I'm late! I'm late! No, no, no, no, no, no! I'm overdue. I'm really in a stew. No time to say goodbye, hello. I'm late! I'm late! I'm late!"
- "Her Grace . . . Her Excellency . . . Her Royal Majesty . . . the Queen of Hearts . . . and the King."

© Disney

CHARACTER BIOS

TWEEDLEDEE AND TWEEDLEDUM

Tweedledee and Tweedledum are identical twin brothers who encounter Alice and attempt to entertain her with the recitation of poems, songs, and even a little game called Who's Got the Button? The brothers are playful and enjoy company, and also possess the unique ability to multiply at will.

QUOTES

- "Button! Button! Who's got the button?"
- "That's logic!"

© Disney

CHARACTER BIOS

THE CHESHIRE CAT

The always-smiling Cheshire Cat is a mischievous, mysterious figure who can appear and disappear at will in Wonderland. He functions almost as a guide for Alice, popping up to direct her way at various points throughout her journey, but he can also be confusing and almost purposely nonsensical. The Cheshire Cat causes trouble for Alice when he pins his pranks on her during a game of croquet with the Queen of Hearts, and incites the Queen's rage toward Alice.

QUOTES

- "Most everyone's mad here."
- "All ways here, you see, are the Queen's ways."

© Disney

CHARACTER BIOS

THE MAD HATTER

Loud, eccentric, and a bit mischievous, the Mad Hatter is an elderly gentleman Alice encounters in Wonderland who throws frequent "unbirthday" tea parties along with his best friend, the March Hare. The Mad Hatter is charming, courteous, and warm, especially to potential party guests like Alice.

QUOTES

- "Oh, what a delightful child!"
- "This is an unbirthday party!"

THE MARCH HARE

A tea party enthusiast and best friend of the Mad Hatter, the March Hare is an energetic, somewhat rambunctious, and impatient resident of Wonderland who loves to throw parties that nearly no one attends.

QUOTES

- "Birthday?! Ha! My dear child, this is not a birthday party!"
- "I have an excellent idea! Let's change the subject."
- "Very interesting!"
- "Nothing whatever!"

© Disney

CHARACTER BIOS

THE DORMOUSE

The sleepy-eyed Dormouse is the only other attendee at the Mad Hatter and March Hare's unbirthday party, besides Alice. He likes to sing the song "Twinkle, Twinkle, Little Bat" and has an extreme fear of cats, for which the only antidote is putting jam on his nose until he calms and returns to sleep.

QUOTES

- "Twinkle, twinkle, little bat!"
- "Cat cat cat cat cat!"

© Disney

CHARACTER BIOS

THE QUEEN OF HEARTS

The impulsive, irrational, and temperamental Queen of Hearts is the ruler of Wonderland and the main antagonist of the film. She is prone to recommending the beheadings of her loyal subjects at a moment's notice and with little to no cause, and even the King of Hearts, the Queen's husband, is not safe from her wrath. She has volatile mood swings that leave her content one moment and demanding someone's head the next, and is very aware of the power she holds over the inhabitants of Wonderland.

QUOTES

- "For painting my roses red, someone will lose his head!"
- "Off with their heads!"
- "If I lose my temper, you lose your head! Understand?"
- "Somebody's head is going to roll for this!"
- "Do you play croquet?"

NOTE

The Queen of Hearts is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

© Disney

THE CARD SOLDIERS

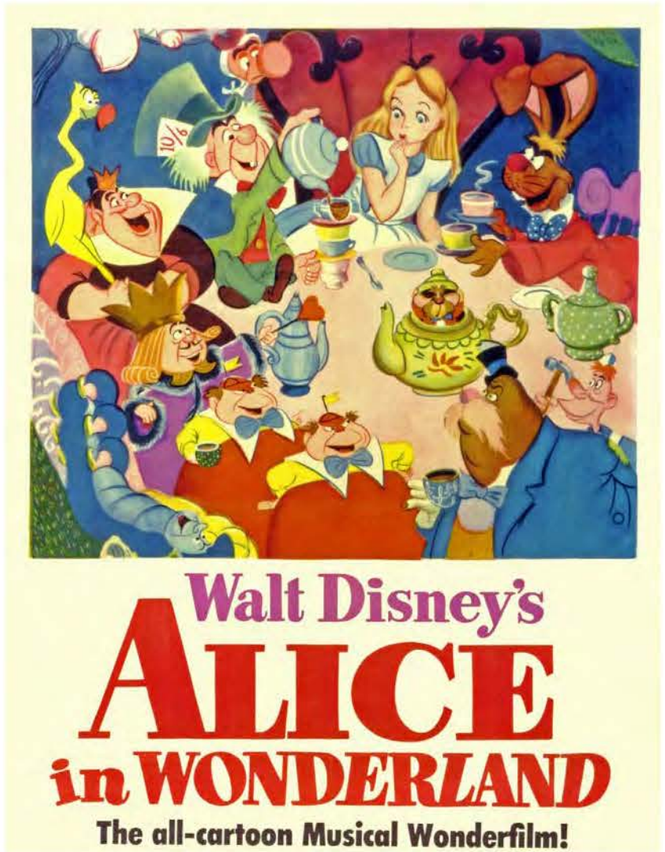
The Queen of Hearts' military force always obey their leader and enforce her orders, though more out of fear than loyalty.

NOTE

The card soldiers are official Disney Villains sidekicks. For more information, please refer to the Disney Villains Tool Kit.

© Disney

VINTAGE MOVIE POSTERS



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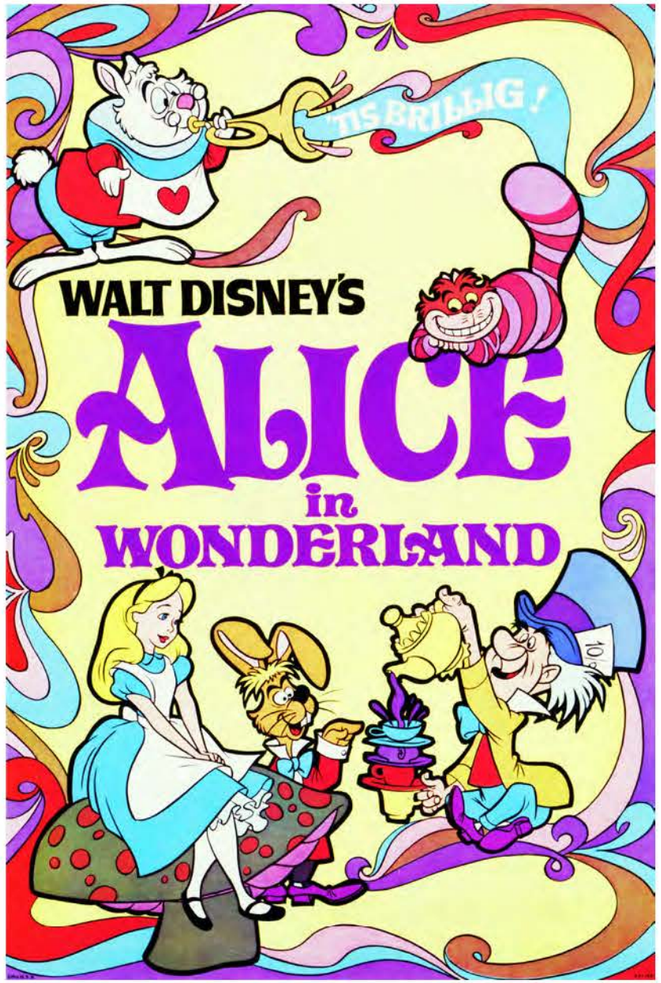

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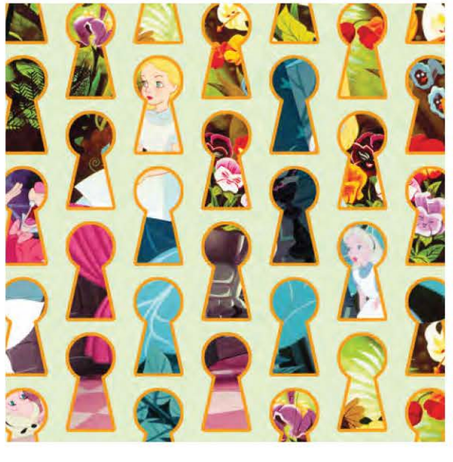

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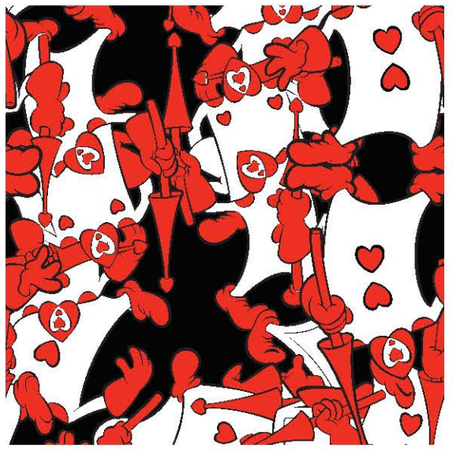

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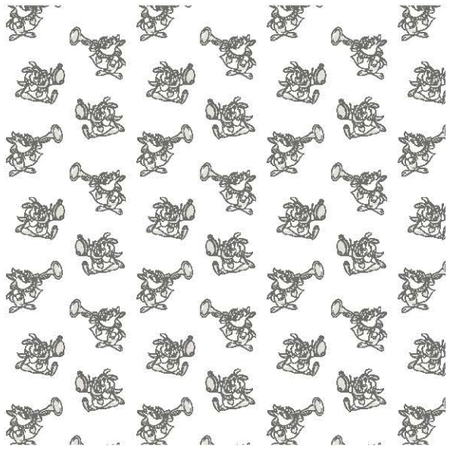

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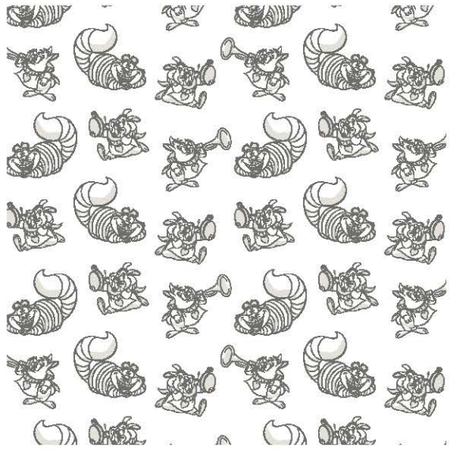

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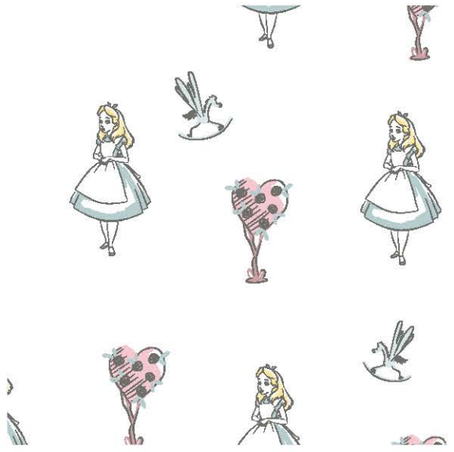

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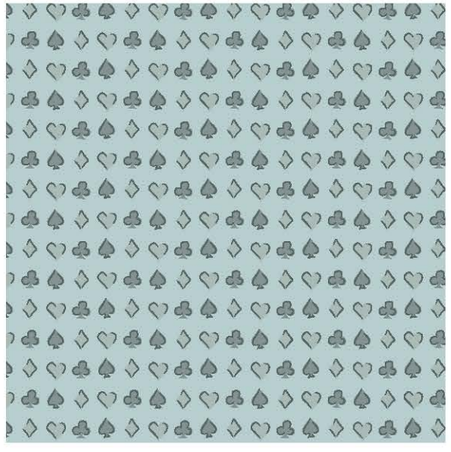

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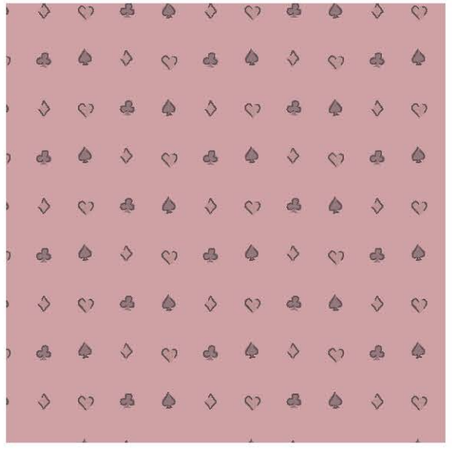

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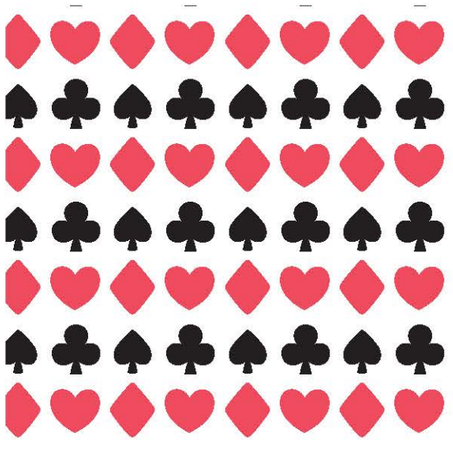

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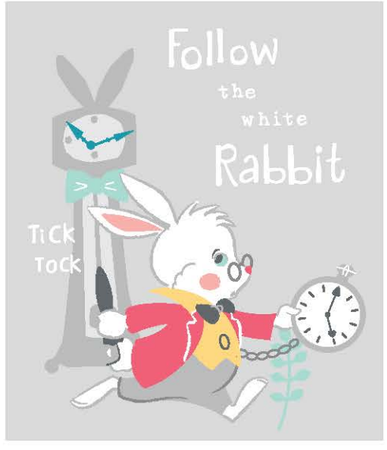

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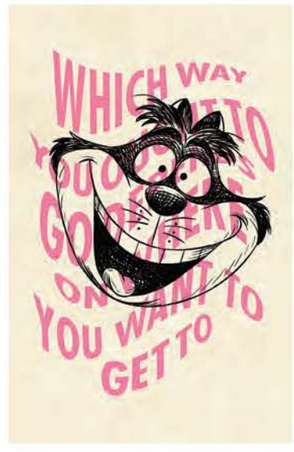

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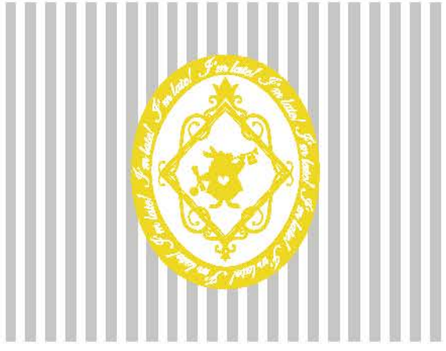

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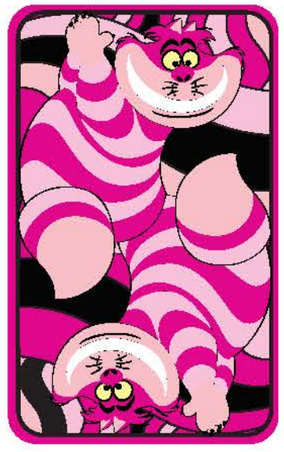

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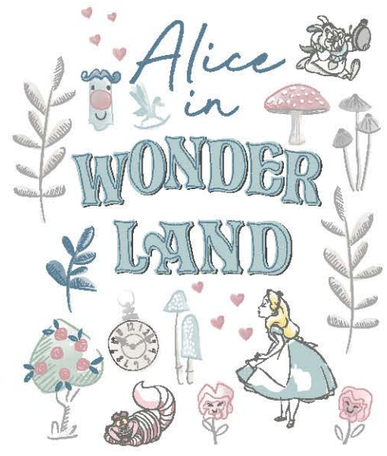

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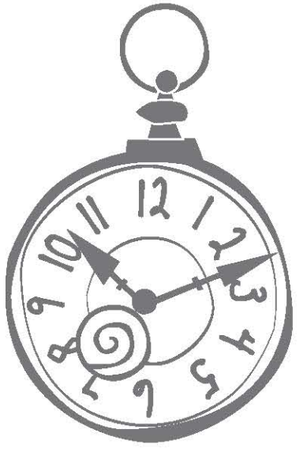

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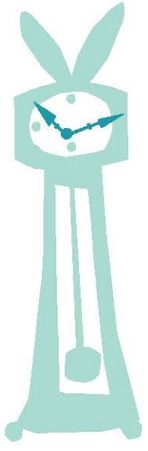

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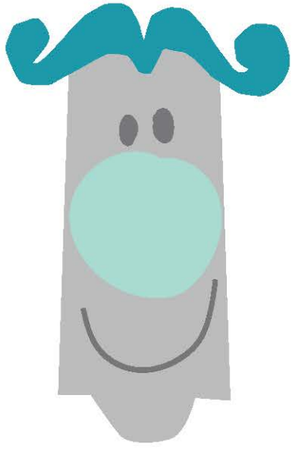

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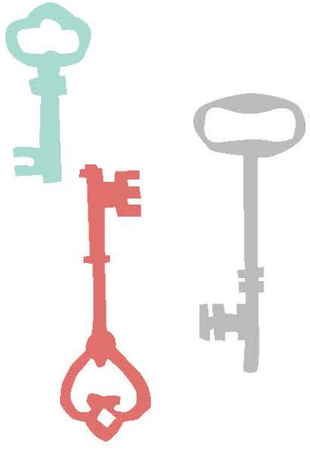

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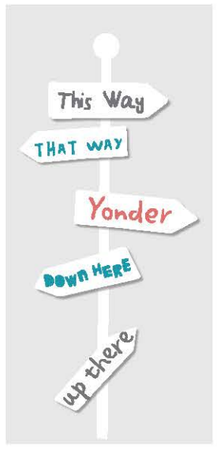

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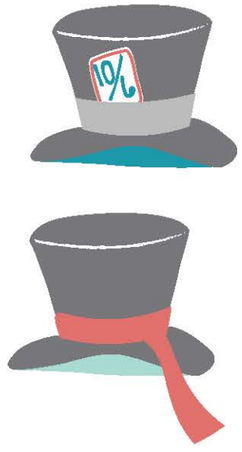

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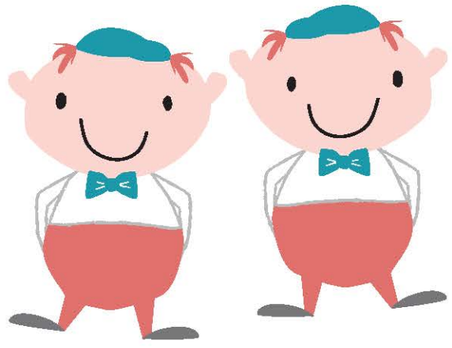

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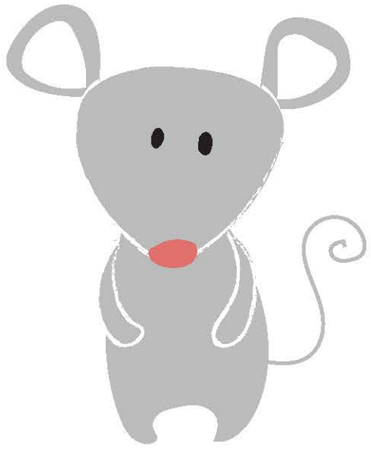

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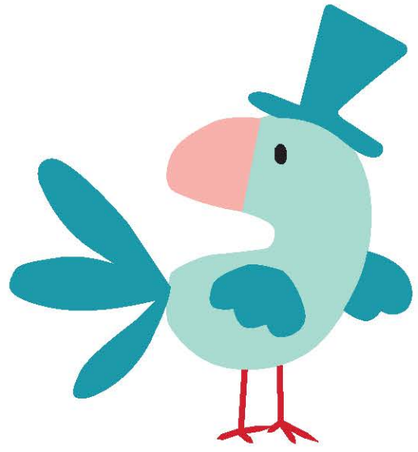

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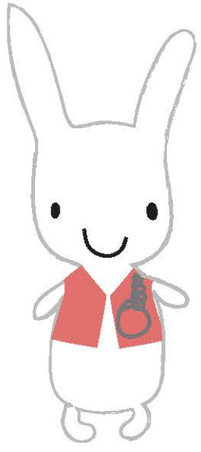

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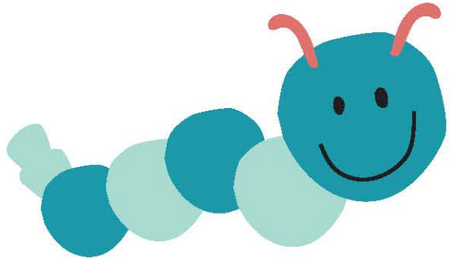

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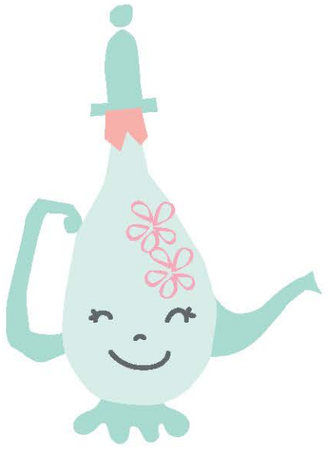

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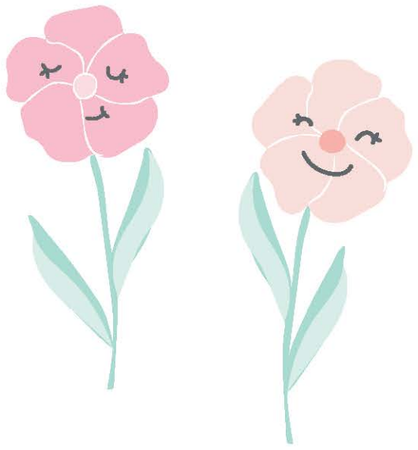

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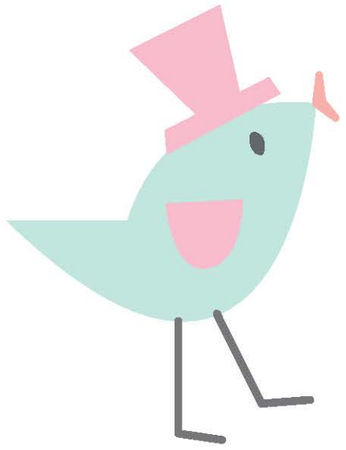

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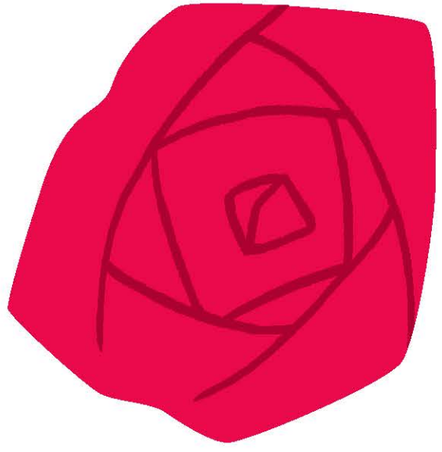

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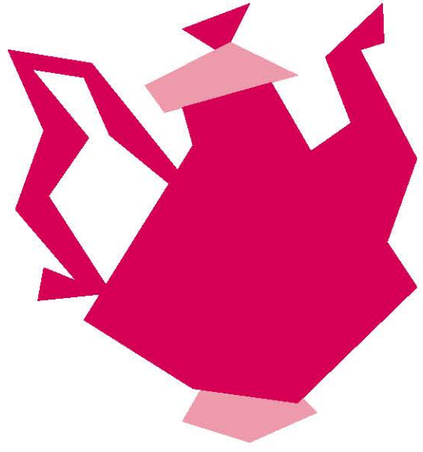

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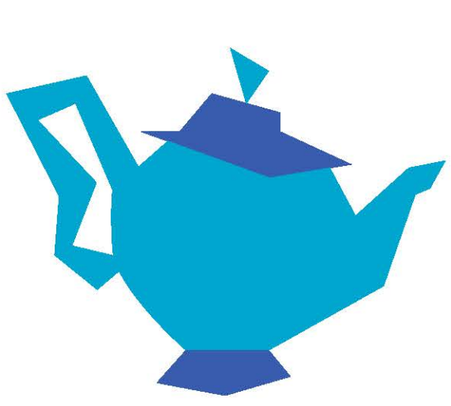

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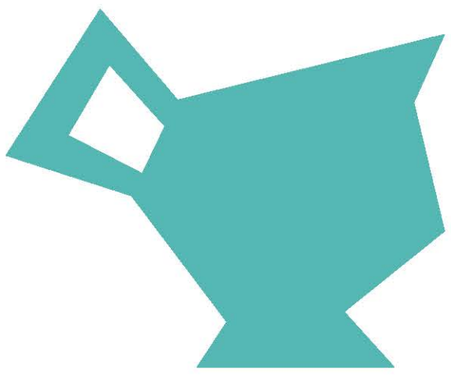

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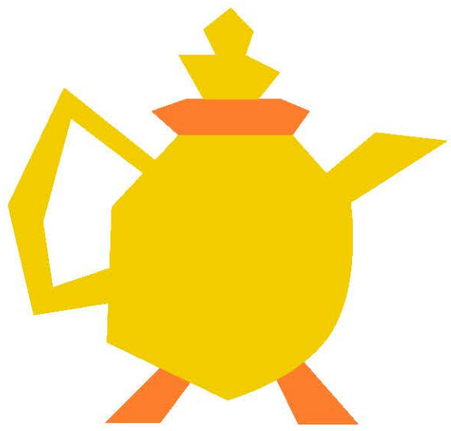

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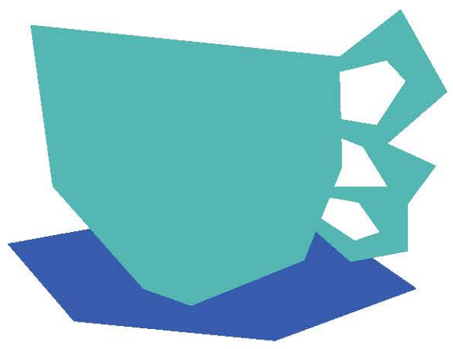

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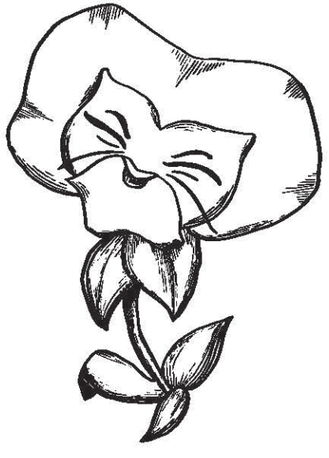

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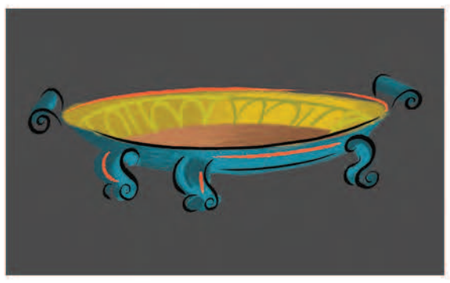

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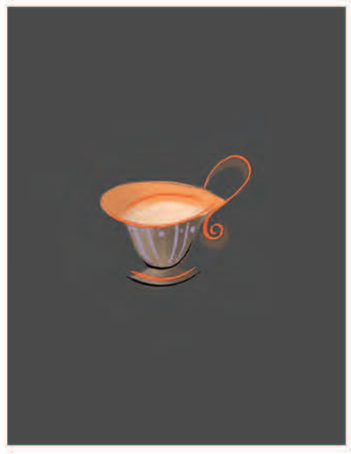

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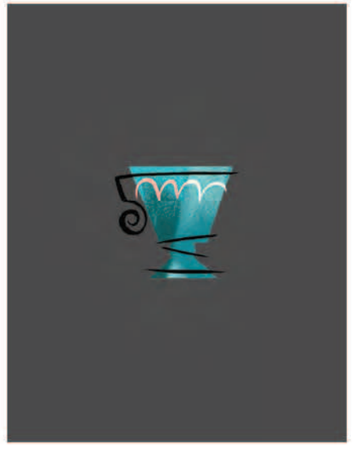

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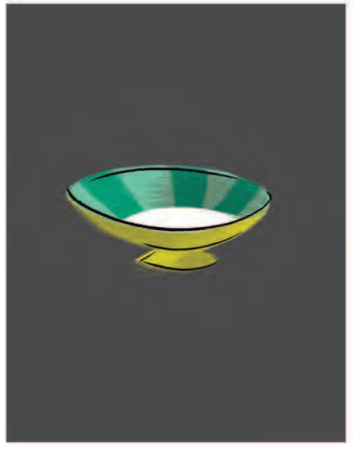

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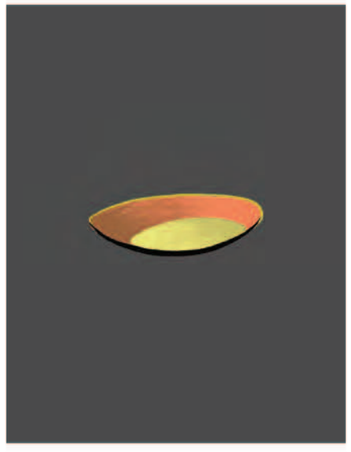

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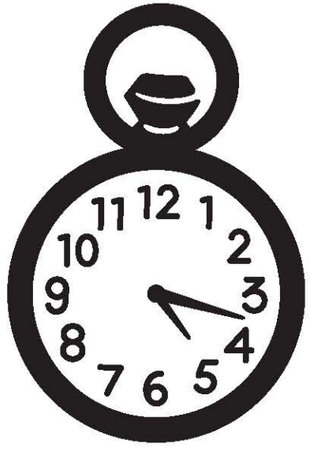

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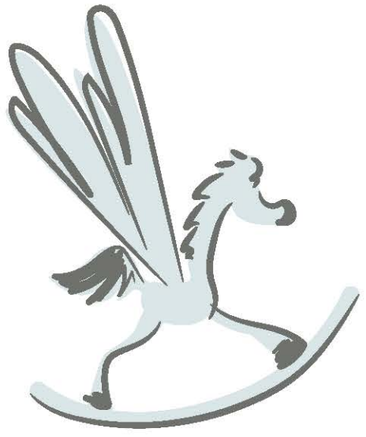

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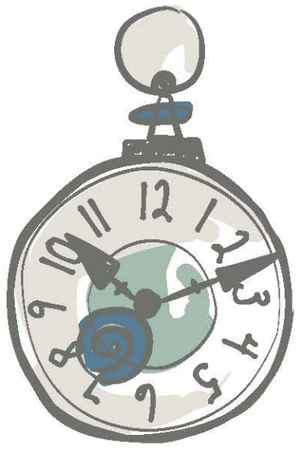

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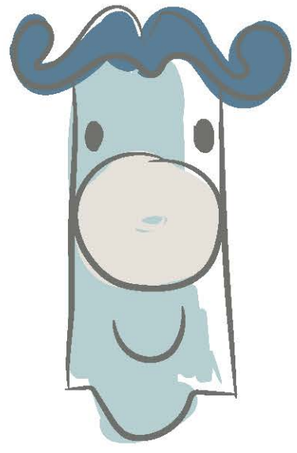

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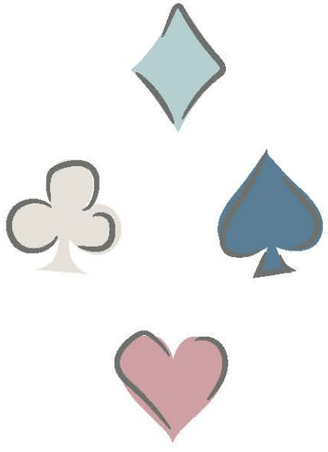

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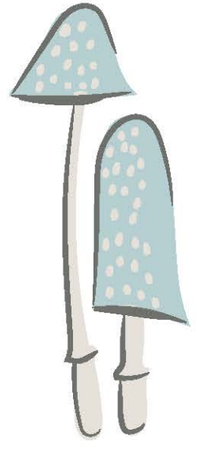

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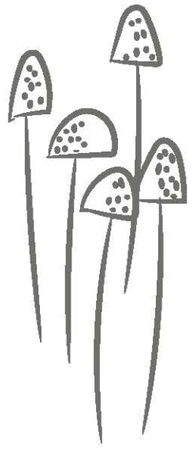

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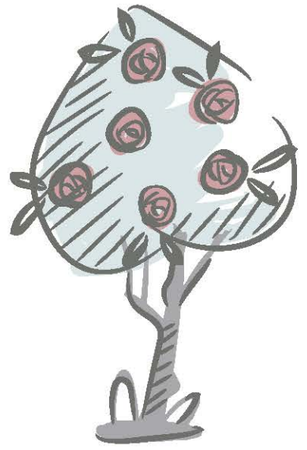

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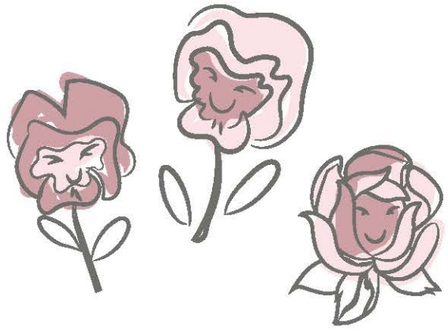

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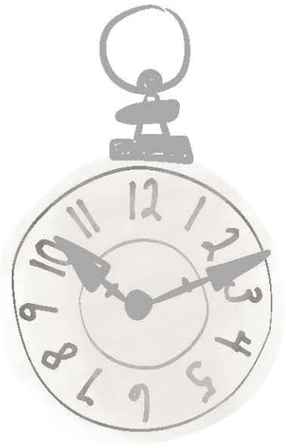

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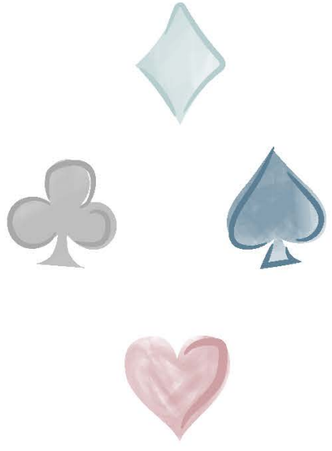

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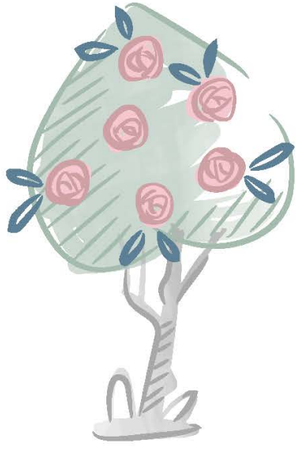

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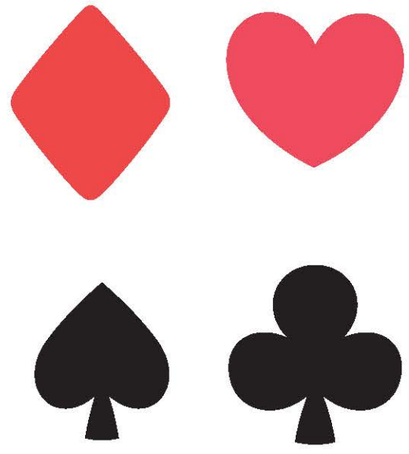

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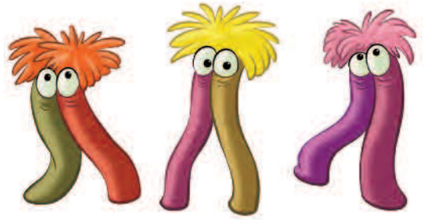

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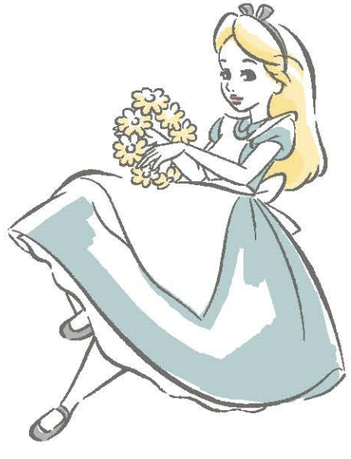

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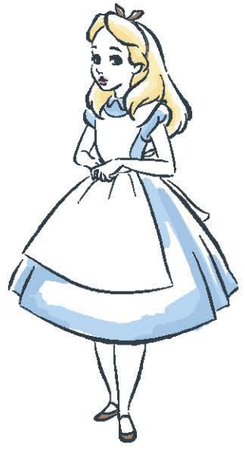

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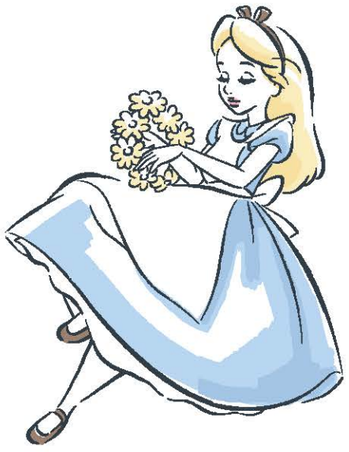

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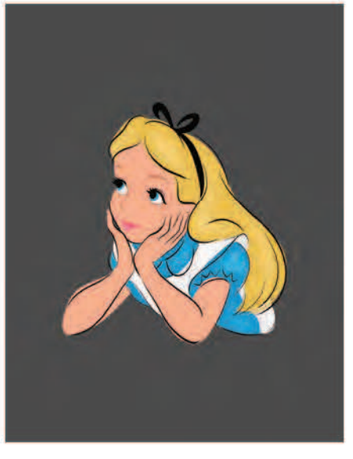

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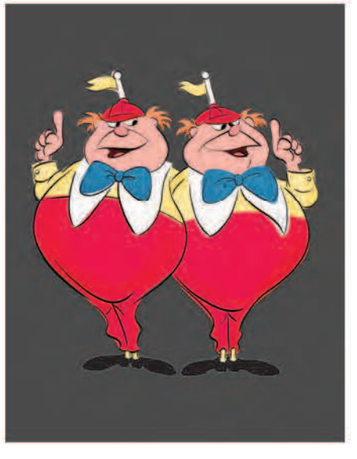

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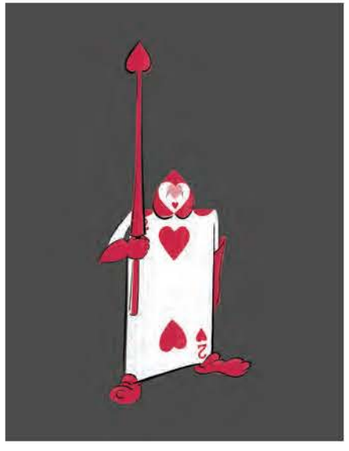

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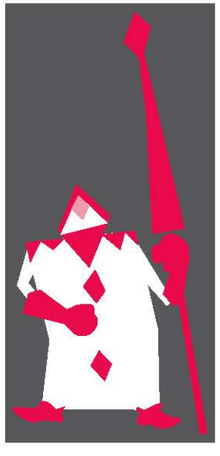

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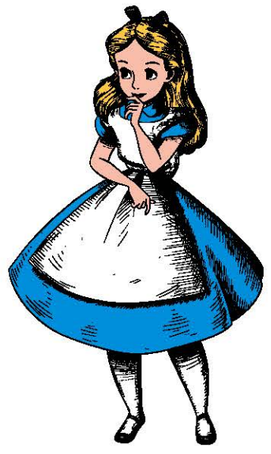

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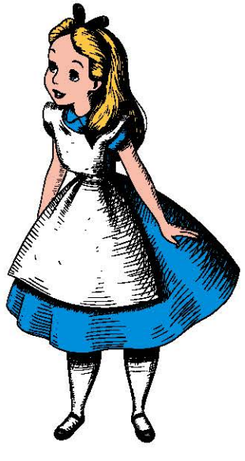

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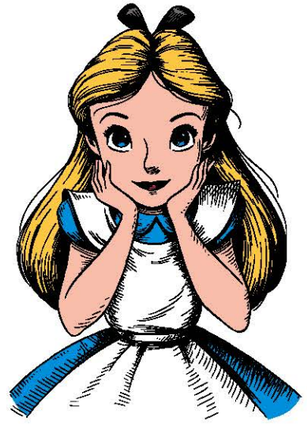

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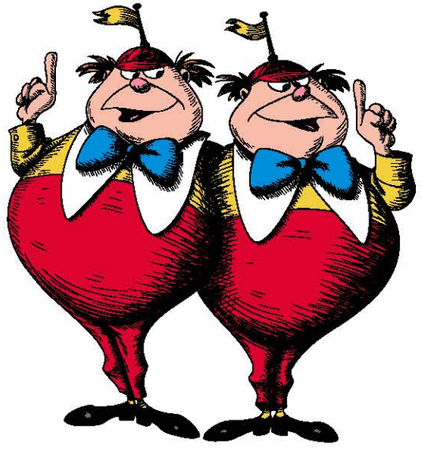

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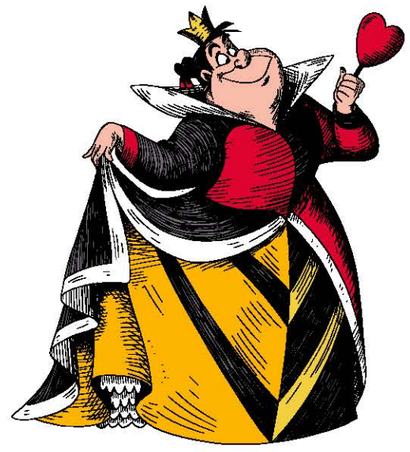

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OBJECT SPOT ART

AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL

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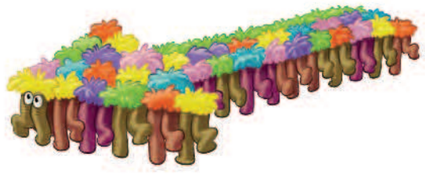

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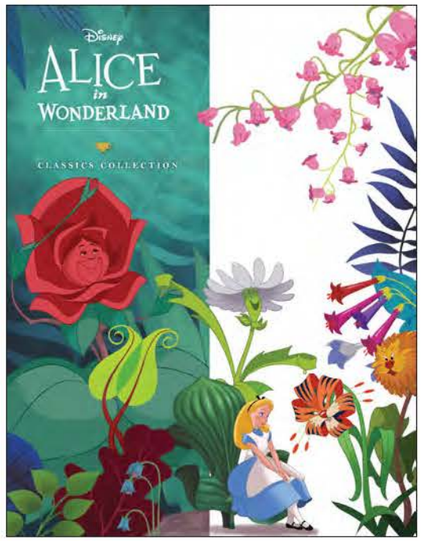
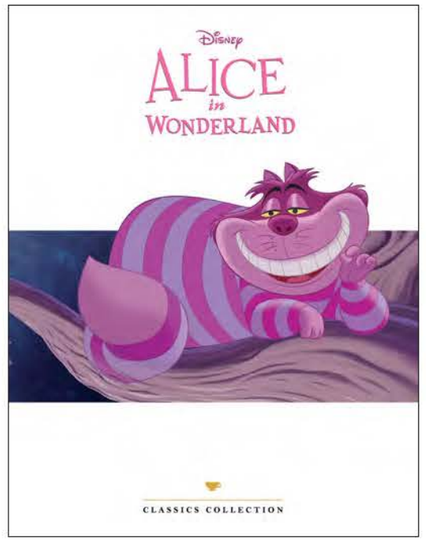
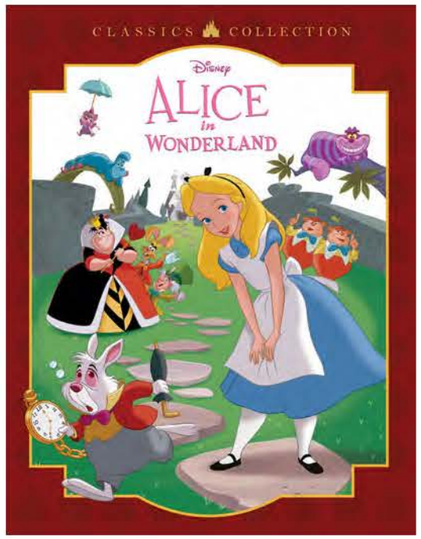
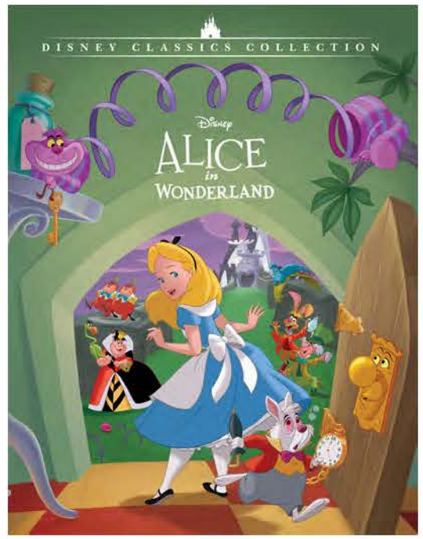
COVERS

AVAILABLE IN THE DISNEY CLASSICS COVER POOL: 978DPWCCPB840









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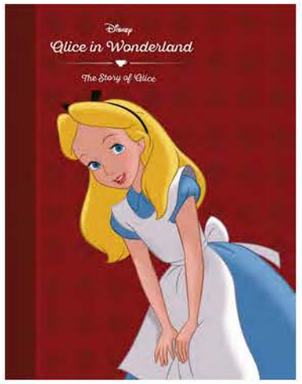
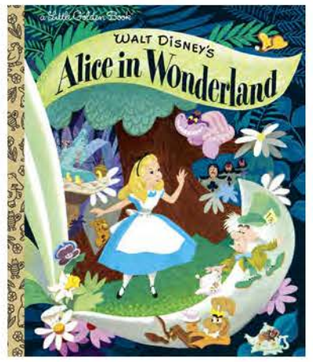
RETELLINGS



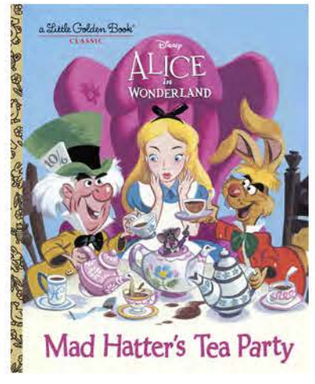
ALICE IN WONDERLAND CLASSIC STORYBOOK ART POOL

978DPWAWPB954
Ages 3–5
The 96-page classic storybook art pool for *Alice in Wonderland*



ALICE IN WONDERLAND (LITTLE GOLDEN BOOK)

9780736426701
Ages 3–5
The Little Golden Book retelling of *Alice in Wonderland*.
Board book edition:
9780736440714



MAD HATTER'S TEA PARTY (LITTLE GOLDEN BOOK)

9780736436274
Ages 3–5
A Little Golden Book retelling of the Mad Hatter's unbirthday party from *Alice in Wonderland*

ALICE IN WONDERLAND READ-ALONG STORYBOOK AND CD

9781368051330
Ages 5–8
A read-along retelling of *Alice in Wonderland* with character voices and sound effects

ALICE IN WONDERLAND (STEP INTO READING)

9780736430272
Ages 6–8
A leveled reader retelling of *Alice in Wonderland*

ANIMATED CLASSICS: WALT DISNEY'S *ALICE IN WONDERLAND*

978DPWAWPB011
Ages 6–8
A fresh retelling of the classic Disney film, illustrated with vintage art

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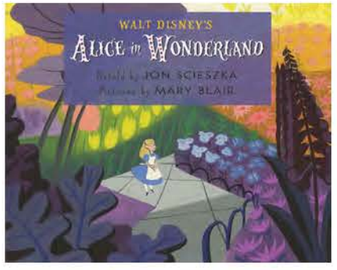
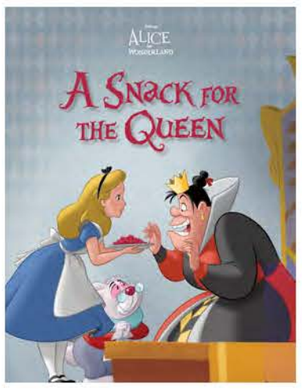
RETELLINGS



WALT DISNEY'S ALICE IN WONDERLAND

9781423107286
Ages 3–5
A picture book adaptation of *Alice in Wonderland* featuring concept art from the animated film

EXTENSION STORIES



A SNACK FOR THE QUEEN

978DPWAWPB292
Ages 5–8
An extension story about Alice and the Queen of Hearts

HAPPY HOLLER-WEEN

978DPWAWPB294
Ages 5–8
A Halloween-themed extension story, set in the world of *Alice in Wonderland*

WORLD OF READING LEVEL 1: *QUEEN OF HEARTS*

9781368067348
Ages 6–8
A leveled reader from the point of view of the Queen of Hearts

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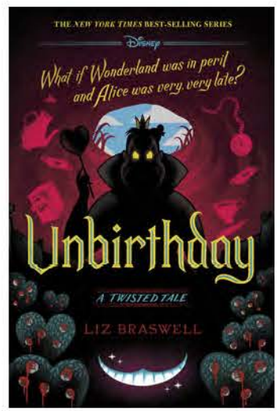
EXTENSION STORIES

QUEEN OF FRIGHTS
978DPWAWPB897
Ages 3–5
An extension story starring Alice and friends

A PRESENT FOR THE QUEEN
978DPWAWPB896
Ages 3–5
An extension story starring Alice and friends during Christmas

OLDER FORMATS

BEFORE THE STORY: *ALICE'S UN-GOODBYE PARTY*
978DPWAWCH597
Ages 5–8
An illustrated chapter book sharing Alice's story before she found Wonderland



***UNBIRTHDAY* (A TWISTED TALE)**
9781484781319
Ages 12–18
A reimagining of the story of *Alice in Wonderland* in the Twisted Tale series

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COMICS & GRAPHIC NOVELS

ALICE IN WONDERLAND GRAPHIC NOVEL

DPWAW11793
Ages 6–12
A refreshed retelling of the film *Alice in Wonderland* in comic format

WONDERLAND

9781423104513
Ages 6–12
Alice's fabled Wonderland is the setting for this all-new graphic novel

COLORING & ACTIVITY

ALICE IN WONDERLAND COLORING PAGE POOL

978DPWAWCPP01
Ages 6–12
The coloring page pool for *Alice in Wonderland*

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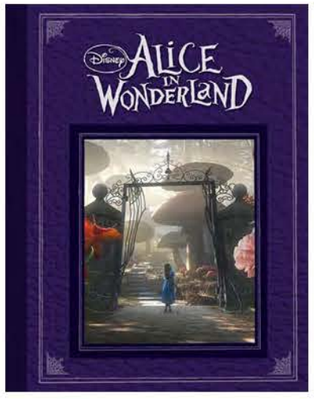
LIVE-ACTION TIM BURTON'S *ALICE IN WONDERLAND*

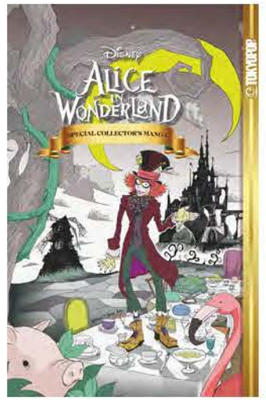


ALICE IN WONDERLAND

9781484776421
Ages 10–14
A hardcover retelling of Tim Burton's *Alice in Wonderland*

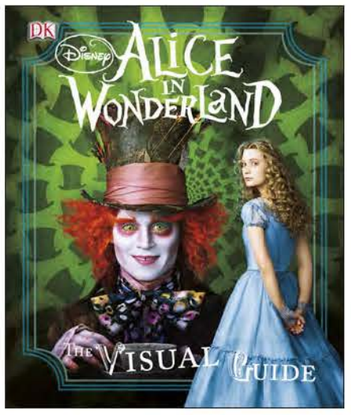
TIM BURTON'S *ALICE IN WONDERLAND* GRAPHIC NOVEL

DPWACCX646
Ages 6–12
A retelling of the live-action film in graphic novel form



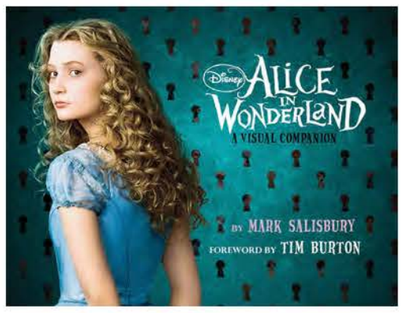
ALICE IN WONDERLAND MANGA

9781427856562
Ages 12+
A retelling of the live-action film in manga form



ALICE'S ADVENTURES: THE COMPLETE VISUAL GUIDE

9781465452559
Ages 6–12
A complete visual guide to both live-action *Alice in Wonderland* films



ALICE IN WONDERLAND: A VISUAL COMPANION

9781423128878
Ages 6–12
This "making of" book takes readers behind the scenes of Tim Burton's singular style in a deluxe volume

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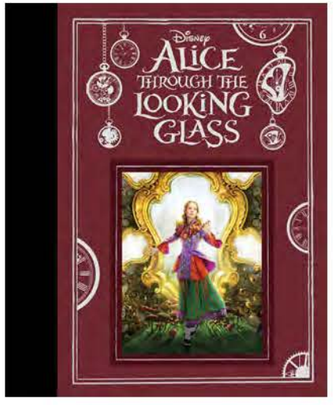
LIVE-ACTION TIM BURTON'S *ALICE THROUGH THE LOOKING GLASS*

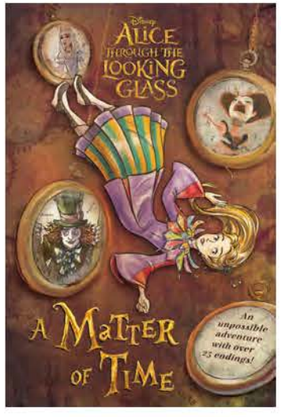


ALICE THROUGH THE LOOKING GLASS

9781484729595

Ages 10–14

A deluxe novelization based on the Walt Disney Studios live-action film *Alice Through the Looking Glass*

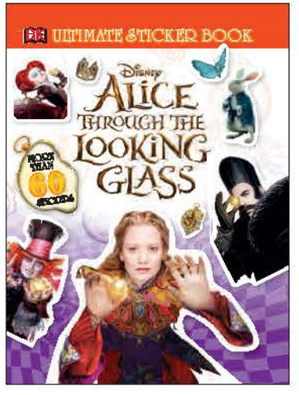


ALICE THROUGH THE LOOKING GLASS: A MATTER OF TIME

9781484729601

Ages 8–12

An illustrated choose-your-own-path style novel based on the Walt Disney Studios film *Alice Through the Looking Glass*



ALICE THROUGH THE LOOKING GLASS ULTIMATE STICKER BOOK

9781465452542

Ages 6–12

A sticker book containing images from *Alice Through the Looking Glass*

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FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d6368003105f?type=both

© Disney

PETER PAN (1953)

Next anniversary: Seventieth in 2023

Wendy, John, and Michael Darling take a magical trip from London to Peter Pan's Never Land, where they encounter otherworldly characters like a pixie who sprinkles magical flying dust, a band of boys who never want to grow up, and a ship captain with a taste for revenge.

© Disney

PLOT SYNOPSIS

One evening at the Darling family's early-twentieth-century London home, Mr. Darling becomes upset that his children are so fascinated with Peter Pan, the hero of his eldest child, Wendy's, bedtime stories for her younger brothers, John and Michael. Believing it's time for Wendy to grow up, he announces that it is Wendy's last night in the nursery. As he and Mrs. Darling leave for the evening, Peter Pan and his fairy companion, Tinker Bell, creep into the nursery to reclaim Peter's shadow, which he left behind one night while listening to Wendy's stories.

Having overheard Mr. Darling, Peter offers to take the children off to Never Land, where Wendy won't have to grow up and can continue telling stories about Peter forever. Tinker Bell sprinkles Wendy and her brothers with pixie dust, and they all fly off to Never Land with Peter. There, they meet Peter's band of Lost Boys and battle Peter's archenemy Captain Hook. Hook wants revenge on Peter for cutting off Hook's hand and throwing it to a crocodile that has followed him around ever since.

In order to trap Peter, Hook kidnaps Peter's friend Tiger Lily, but Peter effortlessly rescues her and taunts Hook at the same time. Then Captain Hook devises a plan to get Tinker Bell to reveal Peter's secret hideout, where he plants a time bomb. Tink escapes just in time to save Peter from the blast, but Hook's pirate crew has already kidnapped the Lost Boys, Wendy, and her brothers.

Peter arrives to do battle with Hook, and when Peter is victorious, Hook falls into the water and ends up being chased by the persistent crocodile. Even though Peter asks Wendy to stay and be the Lost Boys' mother, she decides that it's time for her and her brothers to go home. Peter sets sail in Hook's ship and takes the Darling children home to England, back into their nursery, with Mr. Darling having softened his position on moving Wendy out of the nursery. After her adventure, however, Wendy is ready to grow up, understanding that she can still believe in her storytelling while embracing the next stages of her life.

© Disney

GUARDRAILS

WORLD RULES

- Tinker Bell doesn't talk; she jingles. Only inhabitants of Never Land, including Peter and Captain Hook, can understand her.
- In retellings and extension stories, only Peter Pan and Tinker Bell should be shown traveling from Never Land to the "real world" of the film, and only Wendy, John, and Michael should be shown traveling to Never Land from the "real world." This rule is flexible in reimagined series like Disney Chills and A Twisted Tale, but all ideas in this vein must be cleared with the DPW Classics franchise lead.
- Wendy, John, and Michael are only able to fly in both the "real world" and Never Land thanks to Tinker Bell's pixie dust magic. Otherwise, they do not acquire any magical abilities. Any ideas exploring other magic must be approved by the DPW Classics franchise lead.

OTHER BOOK, TV, AND FILM APPEARANCES

- Assets from the live-action film *Peter Pan & Wendy* should not be mixed with assets from this film.
- Assets from the Disney Junior show *Jake and the Never Land Pirates* should not be mixed with assets from this film.
- These characters and their world appear again in the film *Return to Never Land*. However, before creating stories that cross to other properties or using non-*Peter Pan*-affiliated assets, please clear with the DPW Classics franchise lead. They will review on a case-by-case basis.
- Tinker Bell and Never Land make other appearances in the Disney Fairies franchise and the Never Girls book series. However, before creating stories that cross to these other properties or using non-*Peter Pan*-affiliated assets, please secure approval from the DPW Classics franchise lead. They will review on a case-by-case basis.

© Disney

GUARDRAILS

HOLIDAYS AND SEASONAL USAGE

- Characters from *Peter Pan* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES*	YES* (All Hallows' Eve)	YES*	NO	YES	NONE

* All holidays must either be celebrated in the "real world" of the film, or the real-world characters (the Darlings) must bring knowledge of the holiday to the fantastical-world characters (the inhabitants of Never Land).

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** highlight the strong friendships among Peter, Tinker Bell, Wendy, Michael, John, Tiger Lily, and the Lost Boys.
- **Do** portray Native American characters like Tiger Lily in a nuanced, culturally sensitive manner. Please consult with the DPW Classics franchise lead for further guidance.
- **Do** emphasize themes of the anxieties and excitement of growing up, belief in your dreams, and the power of imagination.
- **Do** focus on the film's juxtaposition of good vs. evil, and how good emerges victorious.

DON'TS

- **Don't** include any reference to or imagery of smoking.
- **Don't** emphasize guns, bombs, or scenes of violence.
- **Don't** reference the names Cannibal Cove, Hangman's Peak or Blindman's Bluff.
- **Don't** portray or describe the Native American characters in a stereotypical, derogatory manner, and do not feature images of totem poles in storytelling. Please consult with the DPW Classics franchise lead for further guidance.
- **Don't** include sexist or objectifying portrayals of female characters, such as Tinker Bell's jealousy of Wendy.
- **Don't** focus on the Crocodile outside of a direct retelling context, and do not show him eating anyone.
- **Don't** utilize images of Peter Pan's shadowy, fiendish face unless in a direct retelling context.
- **Don't** show any ropes that appear like nooses.
- **Don't** focus on Hook's missing hand as an element of humor or derision.

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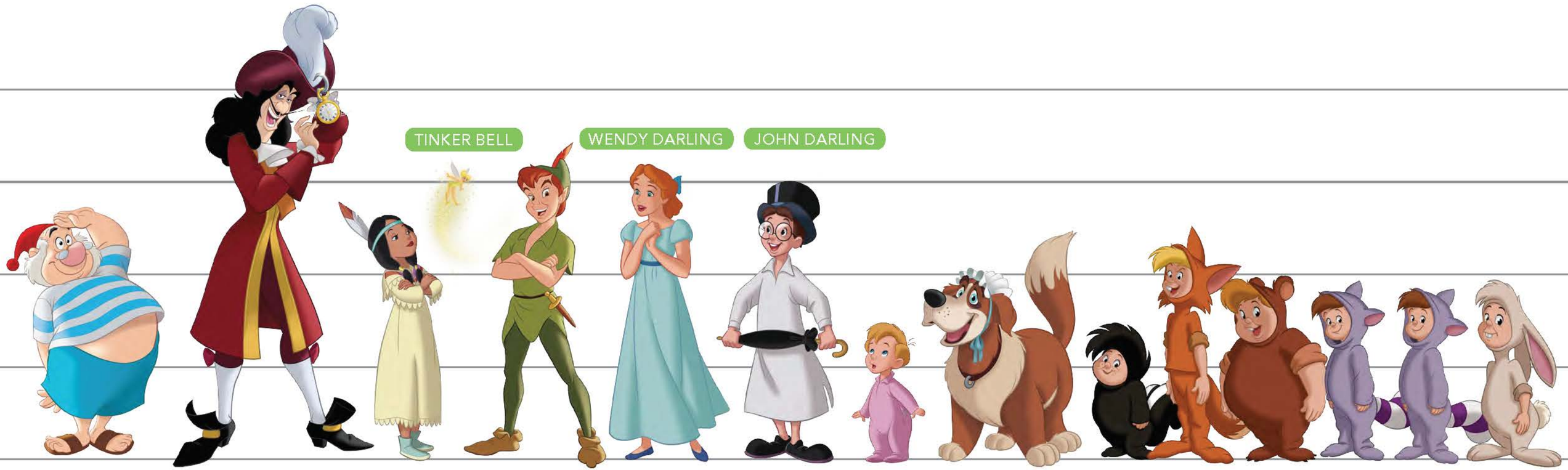
CHARACTER SIZE CHART



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CHARACTER BIOS

PETER PAN

Peter, or the "boy who never grows up," is the self-assured, somewhat overconfident leader of Never Land's Lost Boys who is as adventurous as he is impulsive. He likes to give orders, fight battles, and take charge of every situation. At first, he is unsure what to make of Wendy and her brothers, as he raised himself and has never known a mother or father. Peter can fly, thrives on adrenaline, and loves to do battle with Captain Hook; in fact, it's become quite a game for Peter, who is never afraid.

QUOTES

- "All it takes is faith and trust. Oh! And something I forgot . . . Just a little bit of pixie dust. Now, think of the happiest things. It's the same as having wings."
- "There it is, Wendy! Second star to the right and straight on till morning!"
- "Nobody calls Pan a coward and lives! I'll fight ya man to man, with one hand behind my back!"

© Disney

CHARACTER BIOS

TINKER BELL

Smart, fast, and capable, the fairy Tinker Bell is Peter's sidekick. Her tiny stature belies her immense powers, such as the ability to make others fly by sprinkling them with her magic pixie dust. Tink cares deeply for Peter and will go to great lengths to protect him. Tricked by Hook, Tink does everything she can to save Peter before it's too late. She is loyal through and through, and very selfless when it comes to helping the people she loves.

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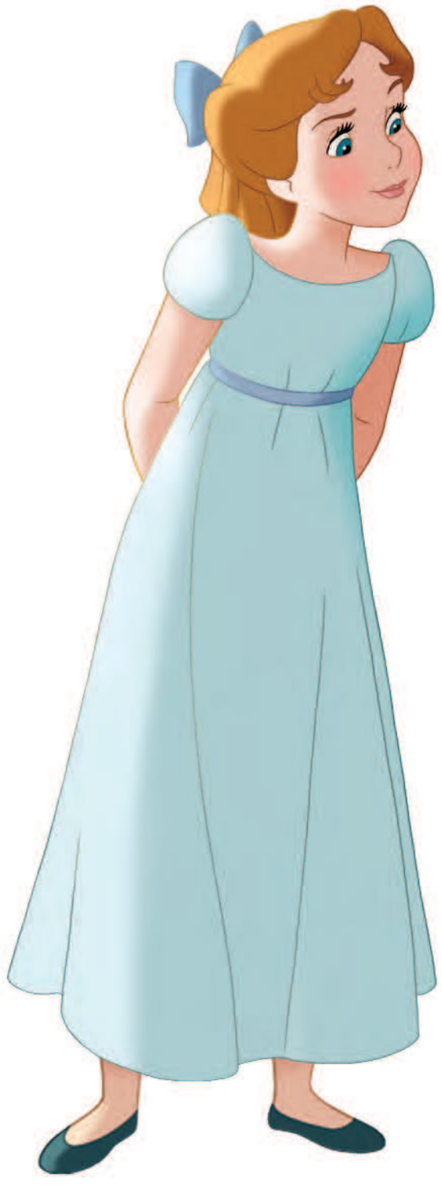
CHARACTER BIOS



WENDY DARLING

The eldest of the Darling siblings and an expert bedtime storyteller, Wendy can't believe her good fortune at going to Never Land. Peter Pan has been her hero for so long that to meet him and spend time with him is a dream come true. Caring and kind, Wendy is protective of her younger brothers, John and Michael, as they journey through Never Land. As frightened as she is by the idea of leaving her childhood nursery and everything that symbolizes in terms of growing up, by the end of the story, Wendy is ready to embrace the next stages of her life, maintaining her passion for storytelling but now having the confidence to start growing up, too.

QUOTES

- "Oh, Peter, I knew you'd come back!"
- "After all, one can't leave his shadow lying about and not miss it sooner or later, don't you agree?"
- "It's just as I always dreamed it would be!"

© Disney

CHARACTER BIOS

JOHN AND MICHAEL DARLING

Younger brothers to Wendy and rapt recipients of her bedtime stories about Peter Pan, John and Michael readily accompany Wendy on her journey to Never Land. John, the middle Darling child, is polite and very well-spoken. He is smart beyond his years and interested in everything, but sometimes forgets that he's not as grown-up as he acts and lets his guard down. Michael, the youngest of the Darlings, gets caught up in the adventure—as long as it's not too scary!

QUOTES

John

- "Jim-a-nee!"
- "Look! We're rising off the floor!"

Michael

- "I wanna see my mother."
- "Come on, Nana!"

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NANA

A loyal, caring St. Bernard who is the nursemaid for the Darling children, Nana treats Wendy, John, and Michael as her own pups. The children cherish Nana and are saddened when Mr. Darling takes her to the doghouse outside for the night. Though Nana can only watch as the Darling children are whisked away to Never Land, she is overjoyed to rejoin them upon their return home, when Mr. Darling softens and lets her back inside, acknowledging her important role in the family.

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CHARACTER BIOS

CAPTAIN HOOK

Hook, a pirate in Never Land who captains a ship called the *Jolly Roger*, is obsessed with finding Peter Pan and destroying him. This idea rules his life and begins to affect those around him—his crew of nasty pirates and Mr. Smee, his loyal first mate. The only thing Hook fears is the crocodile who got a taste of him years ago when Peter fed his hand to the hungry reptile. Hook never stops dreaming and scheming in his thirst for revenge against Peter.

QUOTES

- "Good form, Smee? Did Pan show good form when he did this to me?"
- "Save me, Smee! Please don't let him get me! Please!"

MR. SMEE

Captain Hook's sidekick and righthand man, Smee believes it's his job to do the captain's bidding, no matter what. Somewhat absentminded, bumbling, and jolly, Smee doesn't always appear to realize how bad his deeds—or Hook's—really are.

QUOTES

- "You know, Captain, I can't help noticing that you ain't been your usual jolly self of late. And the crew's getting a might uneasy, too. That is, what's left of the crew."

NOTE

Captain Hook is an official Disney Villain, and Smee is an official Disney Villains sidekick. For more information, please refer to the Disney Villains Tool Kit.

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CHARACTER BIOS

THE LOST BOYS

Foxy (also known as Slightly), Rabbit (also known as Nibs), the Raccoon Twins (also known as just the Twins), Cubby (also known as Bear), and Skunk (also known as Tootles) are a group of mischievous ragtag boys, devoted fans of Peter Pan–whom they regard as their fearless leader–and fellow inhabitants of Never Land. Although tempted to find out what it's like to have a real mother, they eventually decide to stay in Never Land with Peter.

TIGER LILY

Tiger Lily is the brave daughter of the chief of the Natives living in Never Land and a loyal friend to Peter Pan. She courageously refuses to betray her friends, even when threatened by Captain Hook.

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VINTAGE MOVIE POSTERS

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DESIGN ASSETS

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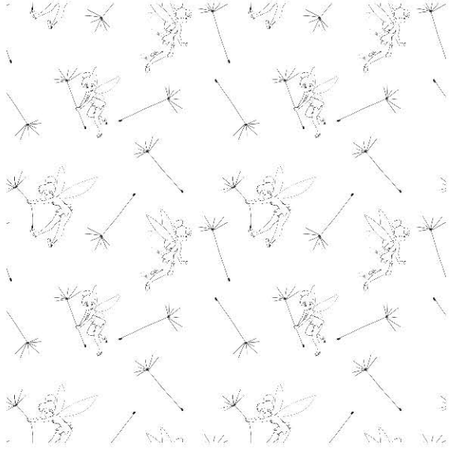

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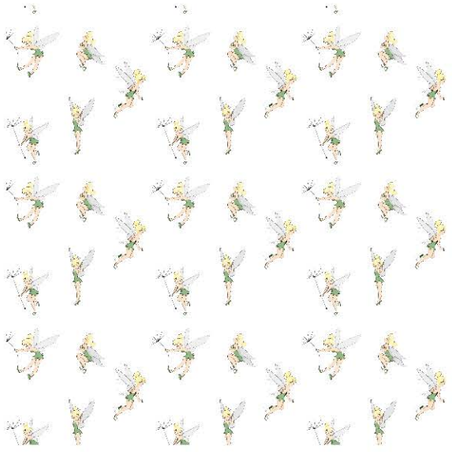

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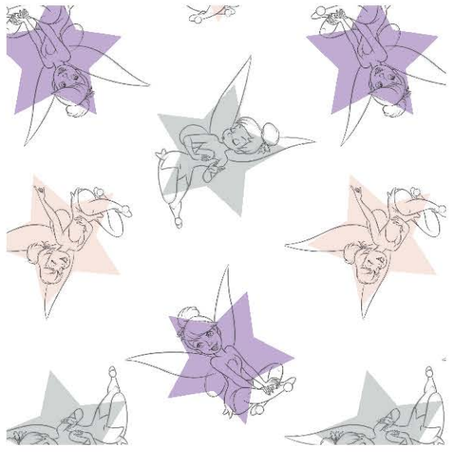

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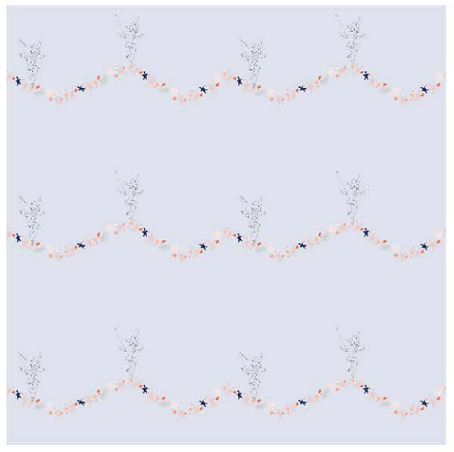

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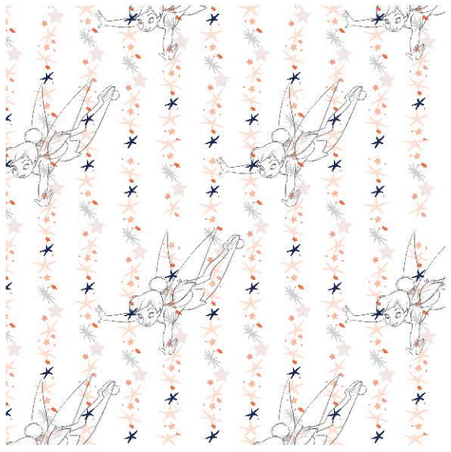

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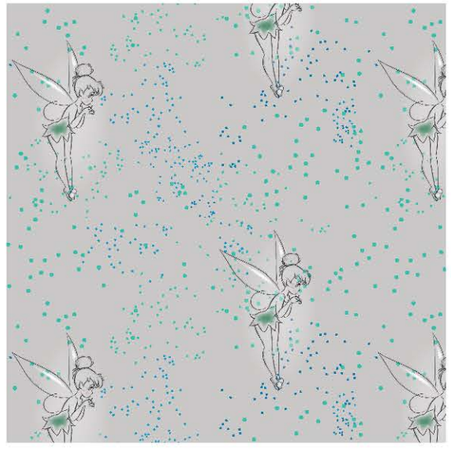

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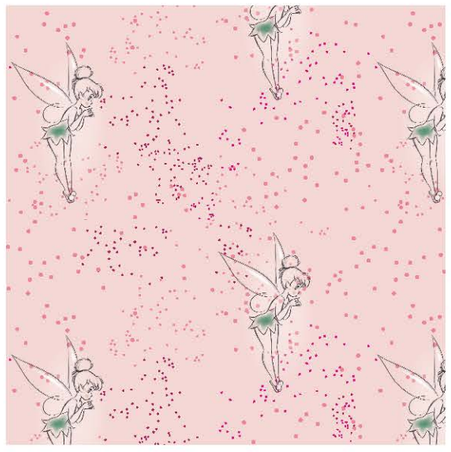

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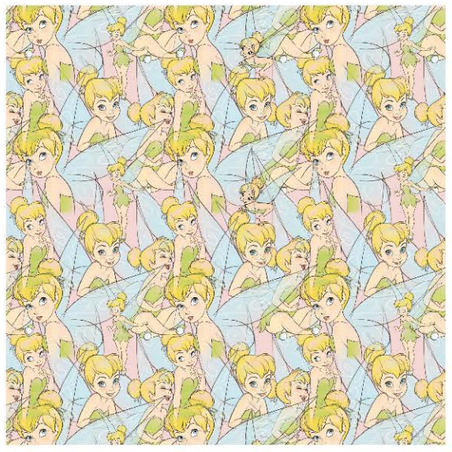

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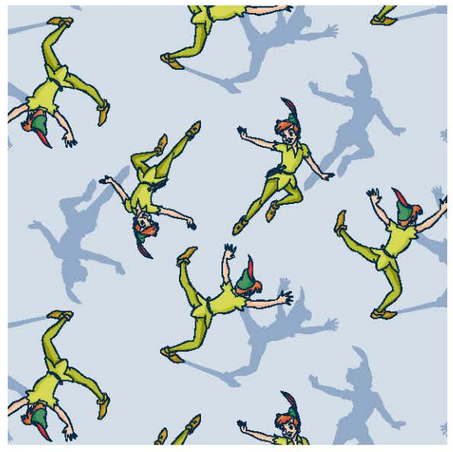

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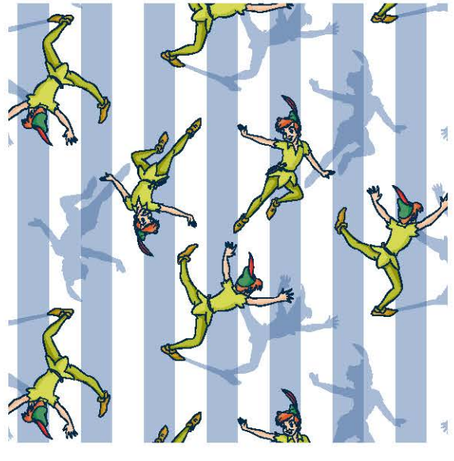

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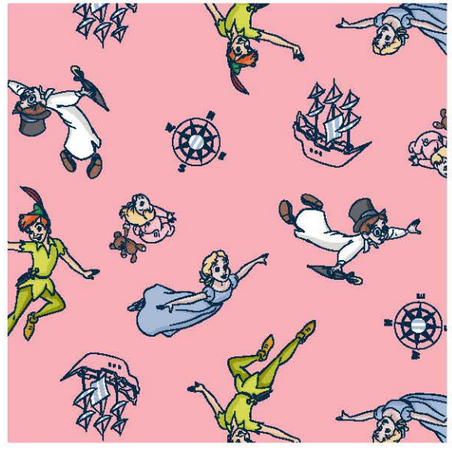

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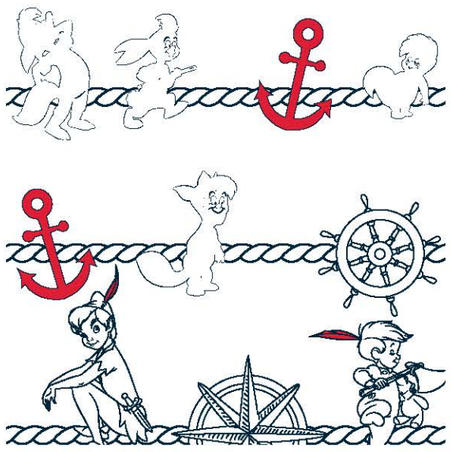

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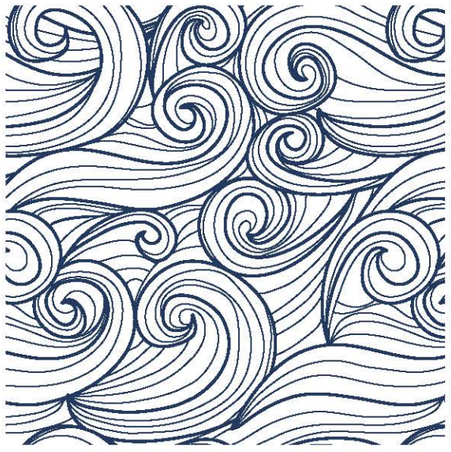

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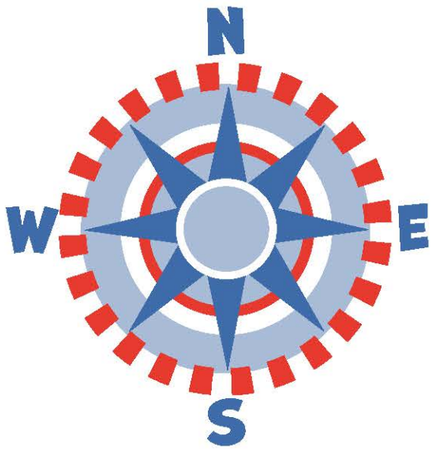

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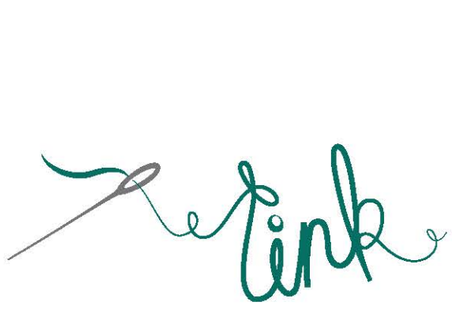

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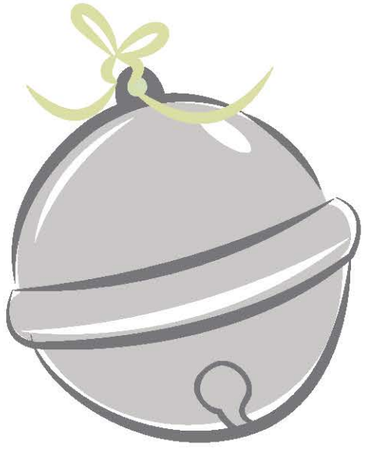

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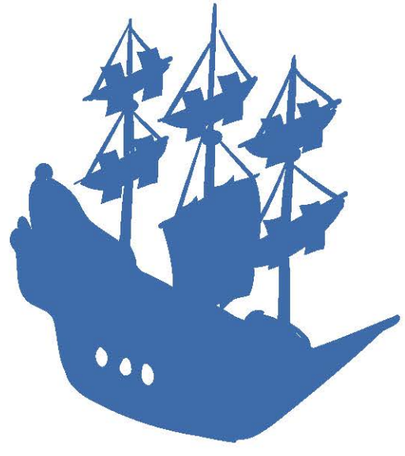

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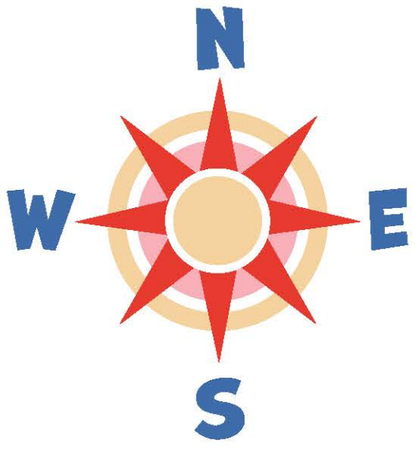

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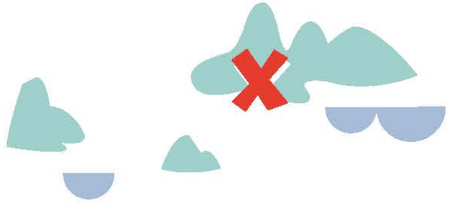

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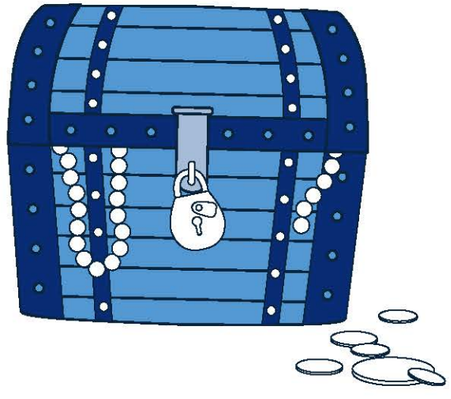

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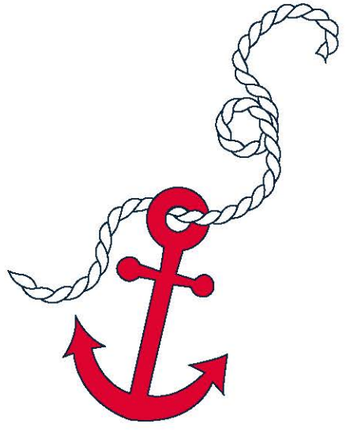

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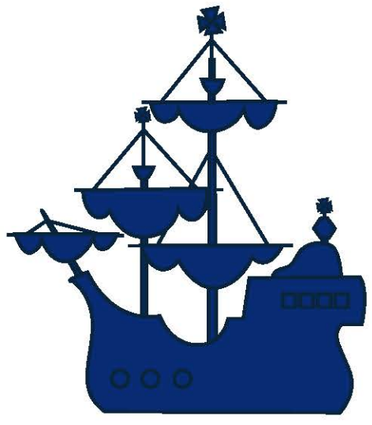

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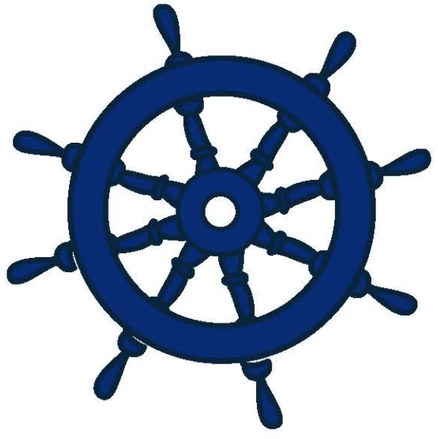

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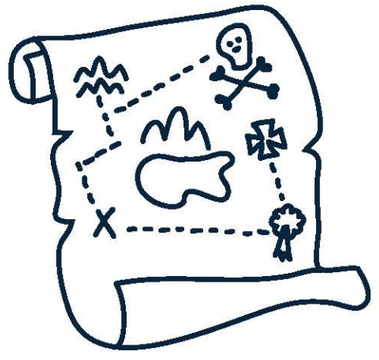

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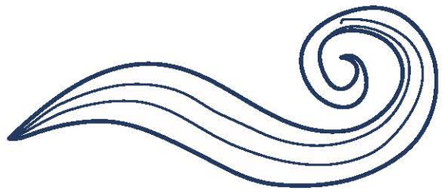

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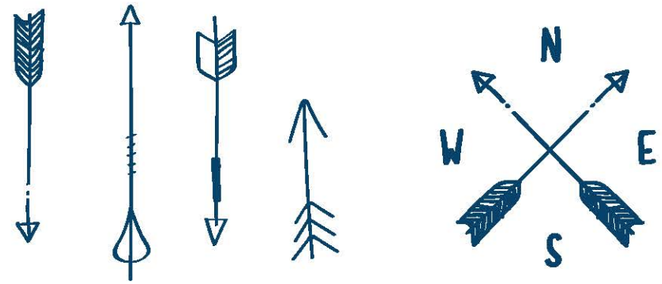

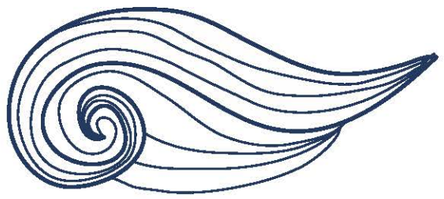

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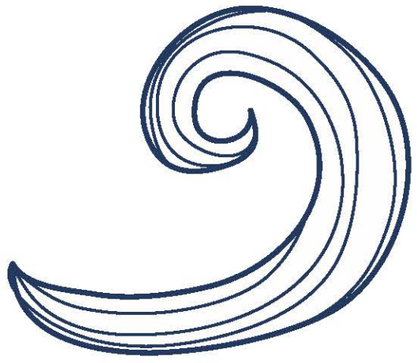

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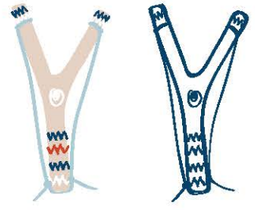

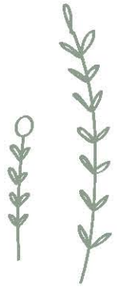

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CHARACTER SPOT ART

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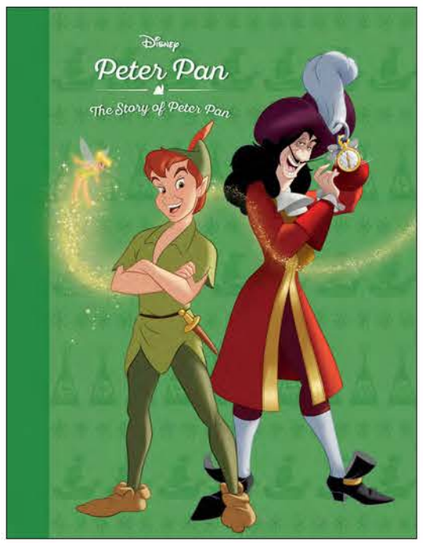

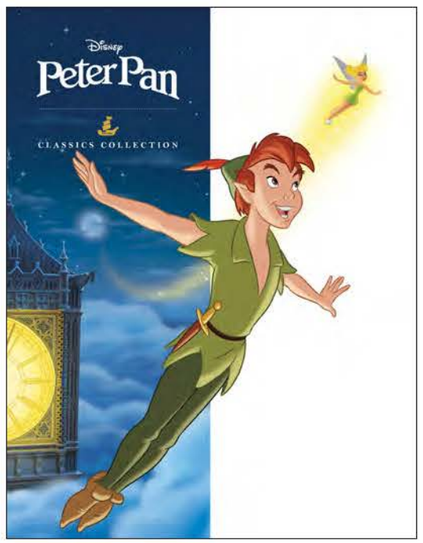

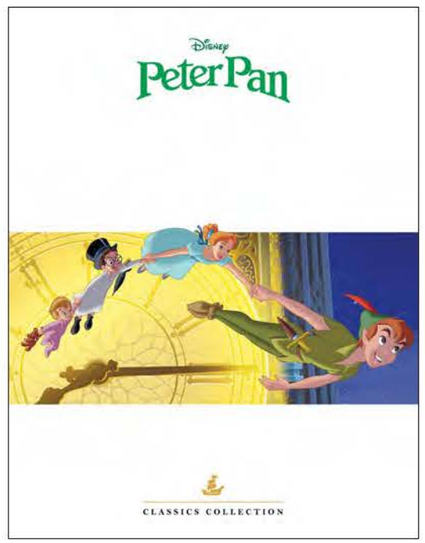

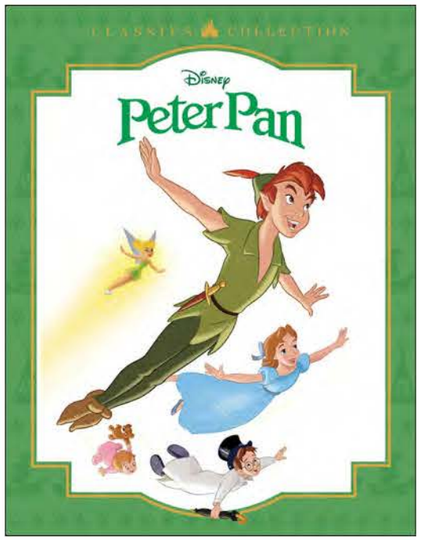

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STORY INDEX

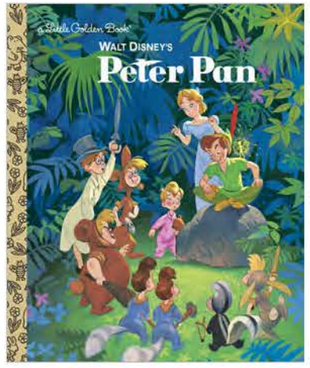
RETELLINGS

PETER PAN CLASSIC STORYBOOK ART POOL

978DPWPPPB145

Ages 3–5

The 96-page classic storybook art pool for *Peter Pan*



PETER PAN (LITTLE GOLDEN BOOK)

9780736402385

Ages 3–5

A Little Golden Book retelling of *Peter Pan*

PETER PAN READ-ALONG STORYBOOK AND CD

9781423180340

Ages 3–5

A read-along retelling of *Peter Pan* with character voices and sound effects

PETER PAN (STEP INTO READING)

9780736431149

Ages 6–8

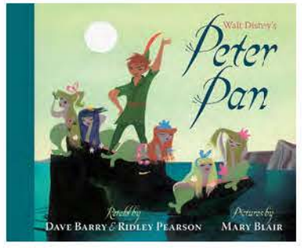
A leveled reader retelling of *Peter Pan*

WORLD OF READING VILLAINS 3-IN-1 LISTEN-ALONG READER

9781484799222

Ages 3–5

A leveled reader featuring a retelling of *Peter Pan* from Hook's perspective



WALT DISNEY'S *PETER PAN*

9781423113232

Ages 6–8

A picture book adaptation of *Peter Pan* featuring concept art from the animated film

© Disney

STORY INDEX

EXTENSION STORIES

NANA AND THE GAME OF HIDE-AND-SEEK

978DPWPPPB063
Ages 6–8
An extension story featuring Nana, the Darling children's loyal St. Bernard

AN ADVENTURE FOR WENDY

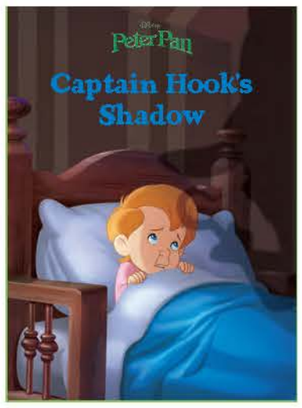
978DPWPPPB524
Ages 6–8
An extension story featuring Wendy Darling

CHRISTMAS IN NEVER LAND

978DPWPPPB869
Ages 6–8
An extension story about Peter Pan surprising Wendy with a special Never Land Christmas celebration

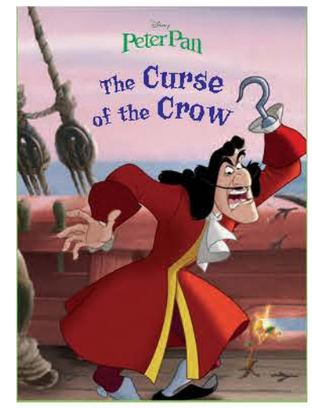
PETER PAN CLASSICS ORIGINAL EXTENSION STORY

978DPWPPPB710
Ages 3–5
A new extension story featuring the characters from *Peter Pan*



CAPTAIN HOOK'S SHADOW

978DPWPPPB868
Ages 3–5
An extension story about the Darlings and Peter Pan encountering Captain Hook's shadow



THE CURSE OF THE CROW

978DPWPPPB871
Ages 3–5
An extension story in which Peter Pan and the Darlings cause mischief for Hook's crew

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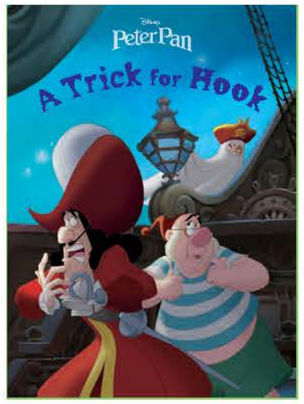
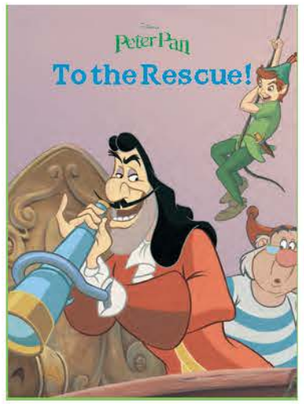
EXTENSION STORIES



A TRICK FOR HOOK

978DPWPPPB867
Ages 3–5
An extension story about Peter Pan playing tricks on Captain Hook



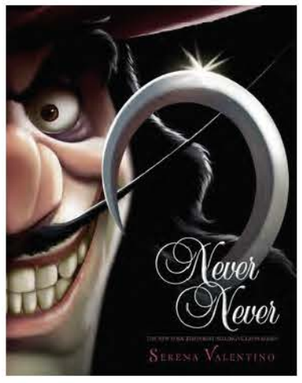
TO THE RESCUE!

978DPWPPPB870
Ages 3–5
An extension story about Peter and the Darlings going on an adventure in Never Land

OLDER FORMATS

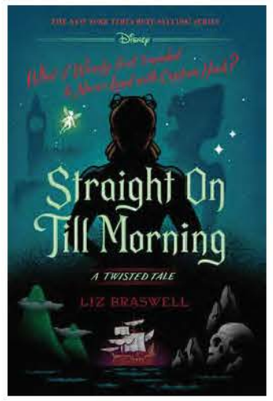
SECOND STAR TO THE FRIGHT (DISNEY CHILLS)

9781368048378
Ages 8–12
A middle-grade novel in the Disney Chills series, in which Captain Hook takes his dastardly deeds out of Never Land



NEVER NEVER (VILLAINS)

9781368025294
Ages 10–14
The ninth book in the Villains series, featuring Captain Hook



STRAIGHT ON TILL MORNING (A TWISTED TALE)

9781484781302
Ages 12–18
A reimagining of the story of *Peter Pan* in the Twisted Tale series

© Disney

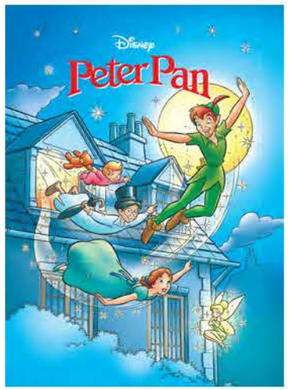
STORY INDEX

OLDER FORMATS

THE DARK ASCENSION SERIES: *CAPTAIN HOOK*

9781368067157
Ages 12–18
A YA novel chronicling the journey of teenage James Hook, before he became a vengeful pirate

COMICS & GRAPHIC NOVELS



PETER PAN GRAPHIC NOVEL

DPWPPEGN01
Ages 6–12
A retelling of the movie *Peter Pan* in comic format

COLORING & ACTIVITY

PETER PAN COLORING PAGE POOL

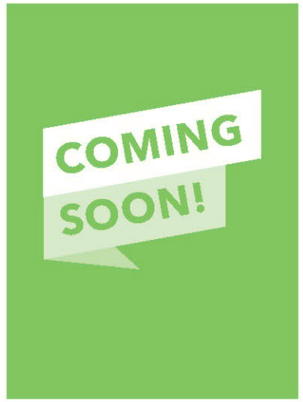
978DPWPPCA852
Ages 3–5
A coloring page pool for *Peter Pan*

© Disney

STORY INDEX

LIVE-ACTION *PETER PAN & WENDY*

***PETER PAN & WENDY* LIVE ACTION JUNIOR NOVELIZATION**
9781368080453
Ages 8–12
A novelization retelling the live-action film *Peter Pan & Wendy*



***PETER PAN & WENDY* LIVE ACTION ORIGINAL NOVEL**
9781368080460
Ages 8–12
A middle-grade novel featuring an original story about Tiger Lily from the live-action film *Peter Pan & Wendy*

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FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d6368002ffed?type=collections

© Disney

LADY AND THE TRAMP (1955)

Next anniversary: Seventieth in 2025

Lady, a young cocker spaniel from a respectable home, falls in love with Tramp, a rambunctious street dog who lives in the railroad yards.

© Disney

PLOT SYNOPSIS

In a quaint Midwestern town in 1909, Lady is a young puppy, given as a Christmas gift from Jim Dear to his wife, Darling. Lady loves her life with the couple, but her world is turned upside down when Darling becomes pregnant. When Lady speaks to her neighbors, dogs Jock and Trusty, about her owner's pregnancy, Tramp, a street dog, overhears them. Tramp warns Lady "when the baby moves in, the dog moves out." When the baby first arrives, Lady does feel ignored. But she soon learns to love the new baby and wants to protect him.

When Jim Dear and Darling leave town for a few days, Aunt Sarah arrives with her two cats to babysit. The cats frame Lady for making a mess, so Aunt Sarah takes Lady to a pet store and has her muzzled. Lady runs away and is soon saved from a pack of mongrels by Tramp, who also helps her remove the muzzle. After a night of romance and adventure with Tramp, Lady ends up in the dog pound. She is brought home by Aunt Sarah in disgrace and chained up outside.

While Lady is chained up, a large rat climbs into the baby's nursery. Frantic, Lady's bark gets the attention of Tramp, who runs into the house to drive the rat out. Lady breaks her chain and follows him inside. In the battle between Tramp and the rat, the baby's crib is overturned and Aunt Sarah assumes Lady has brought one of her friends to attack the baby. She locks Lady in the cellar and sends Tramp to the dog pound. When Jim Dear returns, Lady leads him to the dead rat. Realizing the truth, he retrieves Tramp from the dog catcher and adopts him. The following Christmas, Tramp and Lady are the happy parents of a litter of puppies.

© Disney

GUARDRAILS

WORLD RULES

- All the animals in the film can speak to one another, but the human characters can't understand their speech. Humans hear their barks and whines as dog sounds.

OTHER FILM APPEARANCES

- Assets for the live-action film *Lady and the Tramp* should not be mixed with assets for this film.
- These characters and their world make further appearances in the film *Lady and the Tramp II: Scamp's Adventure*. However, before creating stories that cross to other properties or using non-*Lady and the Tramp*-affiliated assets, please clear with the DPW Classics franchise lead. They will review on a case-by-case basis.

HOLIDAYS AND SEASONAL USAGE

- Characters from *Lady and the Tramp* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	YES	YES	YES	YES	Thanksgiving

© Disney

EDITORIAL GUIDELINES

DOS

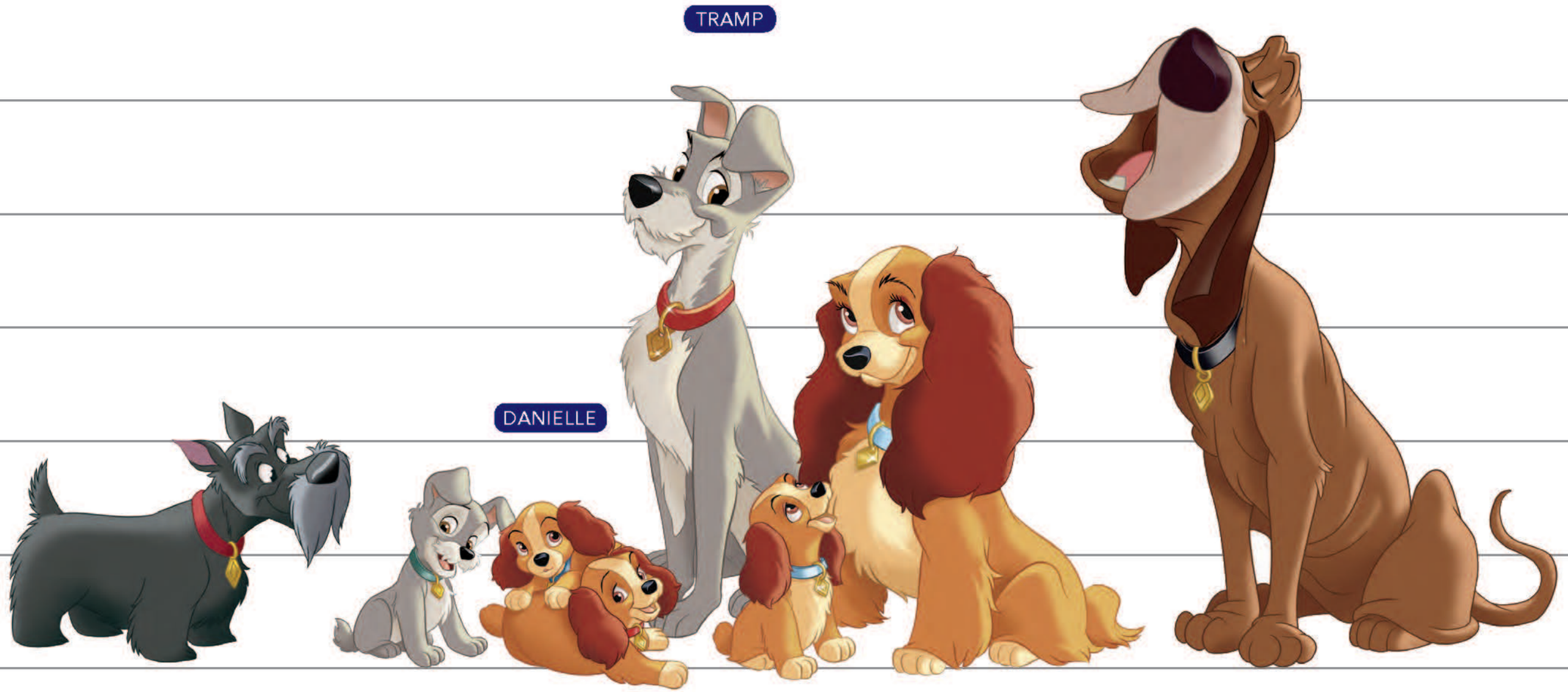
- **Do** tell stories about Lady, Tramp, and their puppies, and their friendship with Jock and Trusty.
- **Do** focus on themes of finding family, love prevailing, and redemption.

DON'TS

- **Don't** use imagery of the alley outside Tony's that includes a poster for *Uncle Tom's Cabin*.
- **Exercise caution** when using scenes that include distinctions between the "good" and "bad" parts of town, and be mindful of how the dogs from the pound are characterized.
- **Don't** focus on outdated cultural depictions throughout, including:
  - Italian stereotype of Tony and Joe; Asian stereotype of Si and Am; Irish stereotype of police officer; various stereotypical voices done by Tramp; stereotypes of pregnant women, or men or women at baby showers.
- **Don't** portray Si and Am outside of a retelling context.
- **Don't** refer to the dogcatchers "putting dogs down."
- **Don't** confuse art for Scamp and Tramp. Tramp is never shown as a puppy. Scamp is Tramp's son.

© Disney

CHARACTER SIZE CHART



© Disney

CHARACTER BIOS

LADY

Lady is a coddled cocker spaniel who, despite her best efforts, falls in love with Tramp, a dog who lives a carefree life on the streets. Raised in the lap of luxury, Lady is thoroughly faithful to her adoring humans, Jim Dear and Darling. Although she can be a little naive, Lady is classy, kind, and fiercely loyal to those she loves. At the film's end, Lady marries Tramp, and together they welcome four puppies.

QUOTES

- "What's a baby?"
- "As far as I'm concerned, you needn't worry about your old heel."

© Disney

CHARACTER BIOS

TRAMP

Footloose and carefree, Tramp lives every day as if it were his last. Although he's just one step ahead of the dogcatcher, Tramp is too busy playing with danger to be scared of it. Living by his wits, he's learned that if you have a little charm and a lot of finesse, the world can be your dinner bowl. Tramp falls in love with the winsome Lady, whom he affectionately calls Pidge, and learns that some humans are good after all. He finds happiness after being adopted by Jim Dear and Darling, marrying Lady, and welcoming a litter of puppies.

QUOTES

- "Look again, Pidge. Look, there's a great big hunk of world down there with no fence around it, where two dogs can find adventure and excitement. And beyond those distant hills . . . who knows what wonderful experiences. And it's all ours for the taking, Pidge. It's all ours."
- "Yeah, I'll bet they've got a lid on every trash can. Oh, oh, and a fence around every tree! Huh, wonder what the leash-and-collar set does for excitement."
- "When a baby moves in, the dog moves out."

© Disney

CHARACTER BIOS

JOCK

Jock is a Scottish terrier with a gruff personality, which is tempered by his essential good nature. Knowing that his good friend Trusty the bloodhound has unwittingly lost his sense of smell, Jock tirelessly protects him, stopping him from repeating Trusty's grandfather Old Reliable's mistakes. Jock is proud, trustworthy, and considerate.

QUOTES

- "Why, lassie, a bonnie new collar."

TRUSTY

Trusty is an old bloodhound who has lost his sense of smell, but nobody has the heart to tell him. He is a little absentminded, but he is a loyal and sweet friend to Lady and Jock, and he bravely helps save Tramp from the dogcatcher.

QUOTES

- "As my grandpappy Old Reliable used to say . . ."

© Disney

CHARACTER BIOS

JIM DEAR AND DARLING

A young middle-class couple, Jim Dear and Darling are caring pet owners. A businessman, Jim Dear has a great sense of fun and play, as he demonstrates each evening when Lady greets him. Darling is kind and patient. She knits and sews and loves to spend time with Lady and her husband.

QUOTES

- **Jim:** "You like her, darling?"
- **Darling:** "Oh, I love her. What a perfectly beautiful little lady."
- **Jim:** "You know, darling, with Lady here I'd say life is quite complete."
- **Darling:** "Yes, dear. I don't imagine anything could ever take her place in our hearts."

AUNT SARAH

The cat-loving Aunt Sarah rather dislikes dogs. She is quick to blame Lady for problems and overlook the trouble caused by her cats, Si and Am. She is brisk, hauty, and judgmental.

QUOTES

- "What's going on down there? Oh, merciful heavens! My darlings! My precious pets! Oh, oh, that wicked animal, attacking my poor innocent little angels!"

© Disney

CHARACTER BIOS

SI AND AM

Si and Am, twin Siamese cats, prowl in harmony and wreak havoc all around them. Cunning and spiteful, they cause a mess at Jim Dear and Darling's house and get Lady into trouble.

NOTE

Show Si and Am only in the context of retellings, and consult the "Editorial Guidelines" section.

BEAVER

Beaver is friendly, helpful, and compassionate. He helps remove the muzzle from Lady's mouth.

© Disney

CHARACTER BIOS

JOE TONY

JOE

The chef at Tony's Restaurant is smaller than Tony but is equally big in spirit and personality. Dressed in a full chef's outfit, his eyes sparkle as he plays the mandolin during Tony's rendition of "Bella Notte."

TONY

Tony is the owner of the Italian restaurant where Tramp takes Lady on their first night out. Generous and loquacious, he has a black mustache, thick eyebrows, and a bald head. He offers huge portions that are "heavy on the meats-a-ball."

© Disney

CHARACTER BIOS

TOUGHY

BORIS

BULL

PEDRO

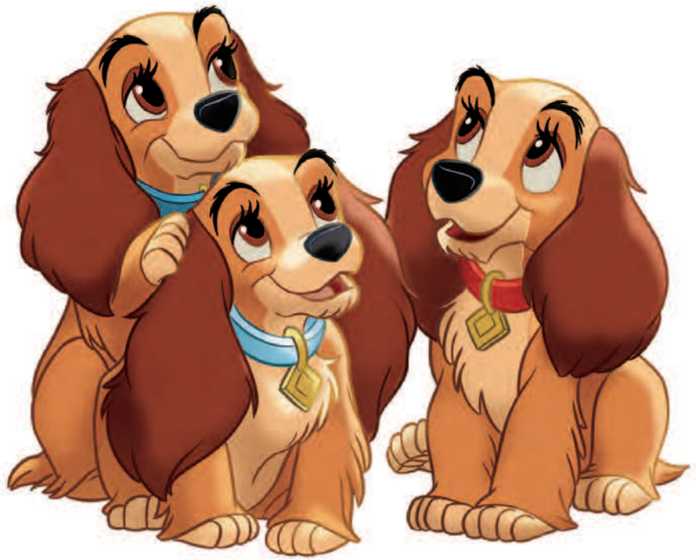
PEG

DOG POUND DOGS: BULL, TOUGHY, PEDRO, BORIS, AND PEG

Bull (English bulldog), Toughy (mutt), Pedro (Chihuahua), Boris (Russian wolfhound), and Peg (Pekingese) are kind dogs Lady meets in the dog pound. They help comfort Lady after she is caught by the dogcatcher and reassure her that she will be okay.

© Disney

CHARACTER BIOS



ANNETTE, COLETTE, AND DANIELLE

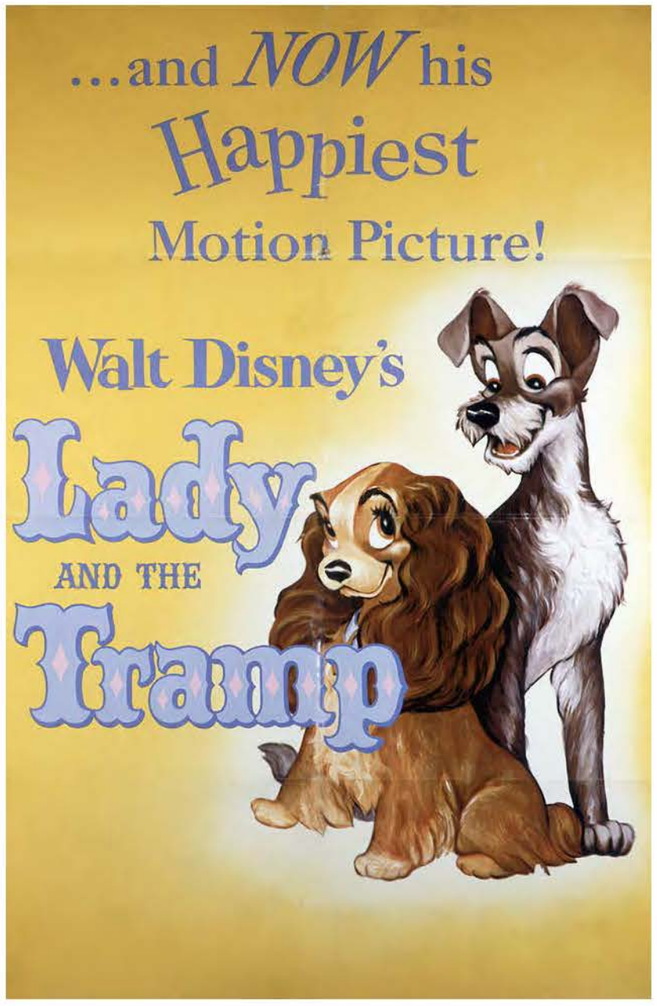
Annette (light blue collar), Colette (red collar), and Danielle (teal collar) are Lady and Tramp's daughters and Scamp's sisters.

SCAMP

Scamp is Lady and Tramp's son, and brother to Annette, Colette, and Danielle.

© Disney

VINTAGE MOVIE POSTERS



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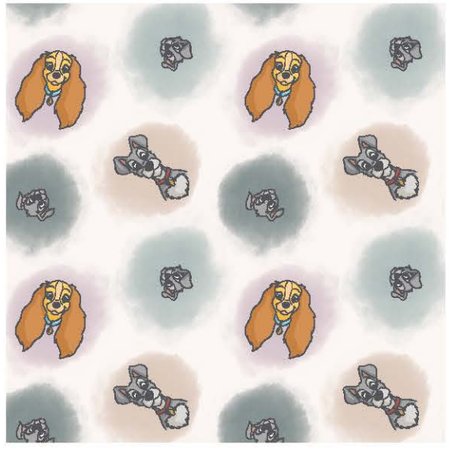

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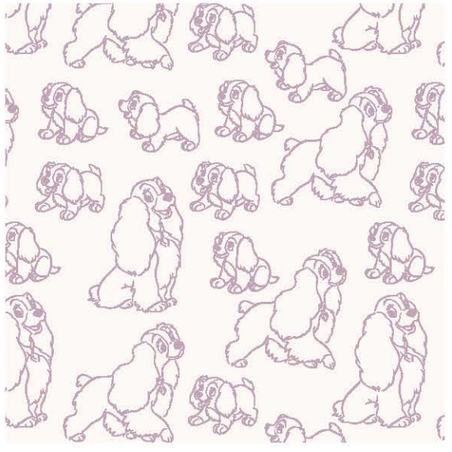

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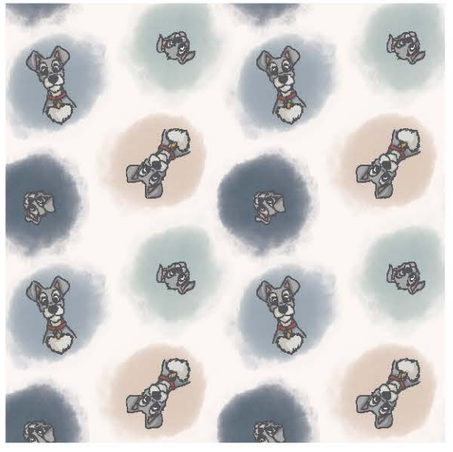

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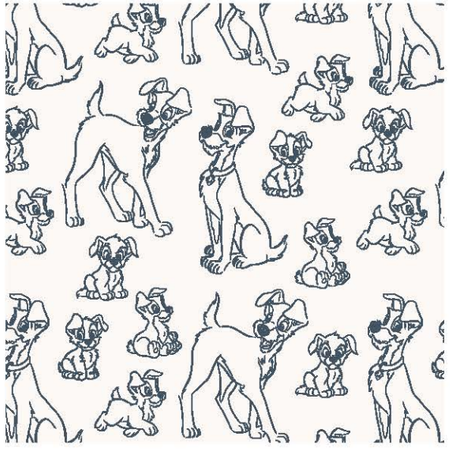

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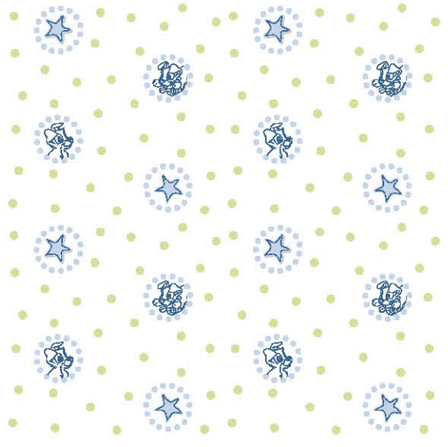

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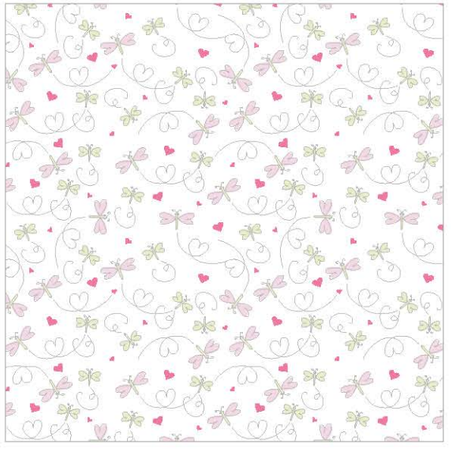

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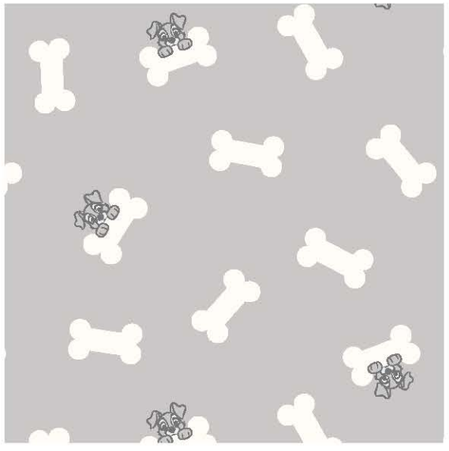

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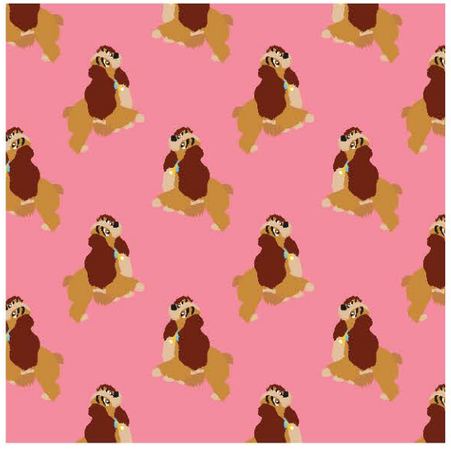

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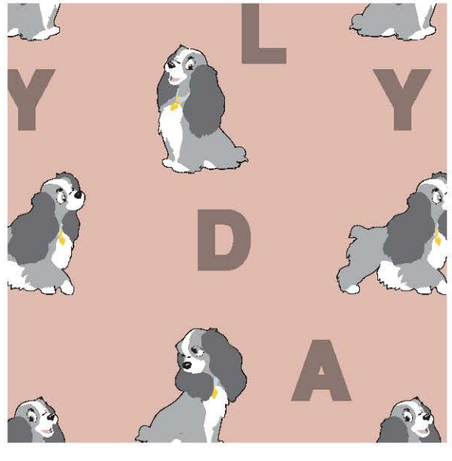

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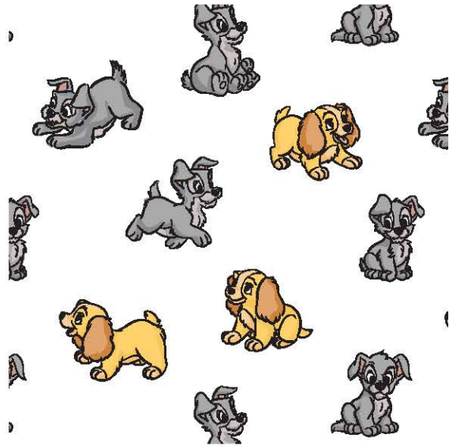

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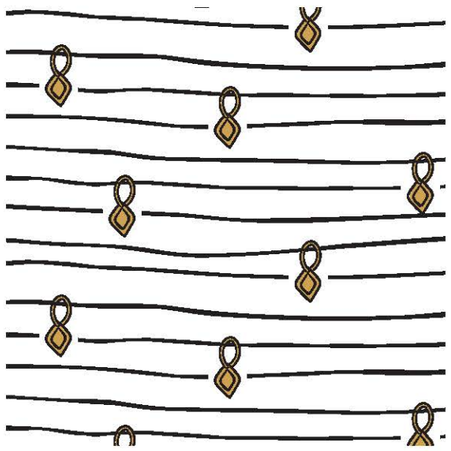

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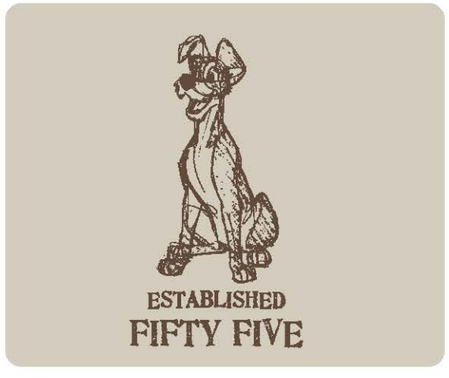

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DESIGN ASSETS

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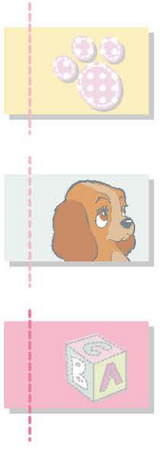
DESIGN ASSETS

BADGES



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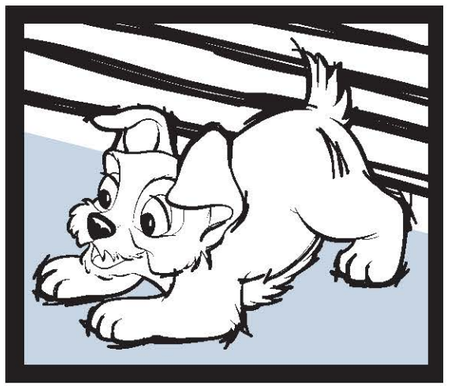

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DESIGN ASSETS

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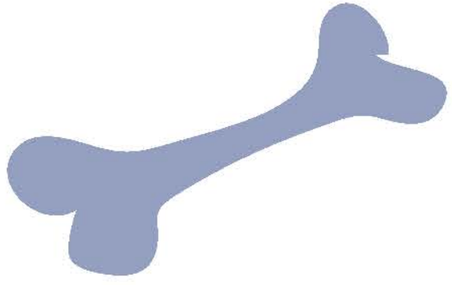

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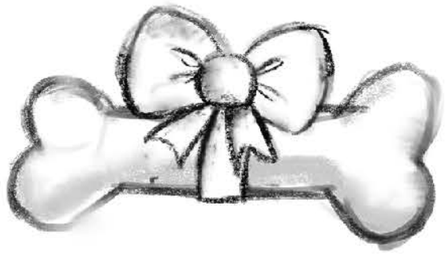

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DESIGN ASSETS

ICONS

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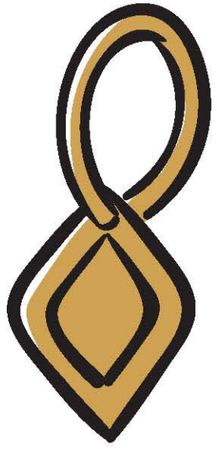

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY CLASSICS SPOT ART POOL

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL

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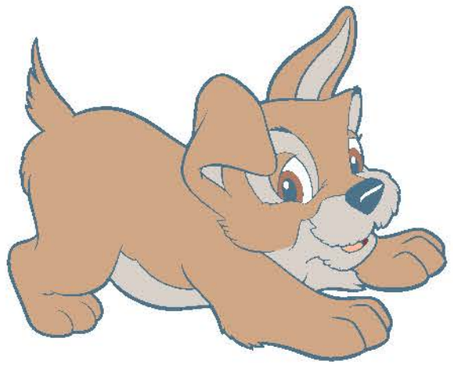

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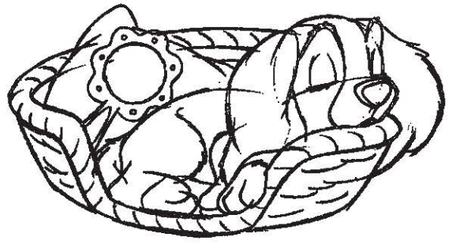

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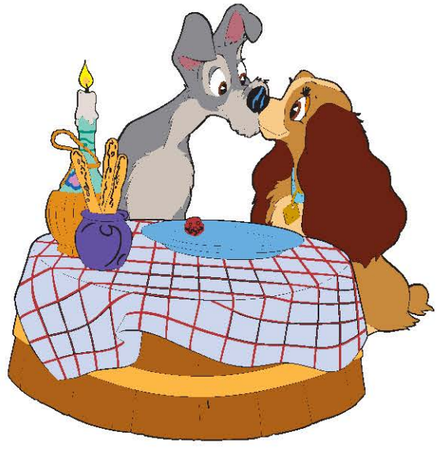

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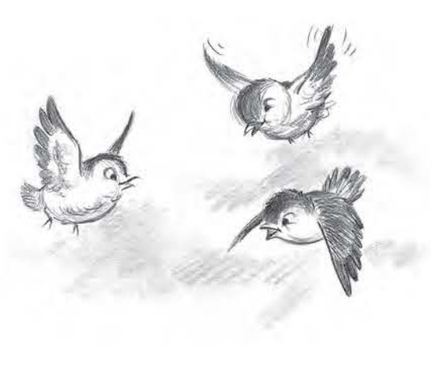

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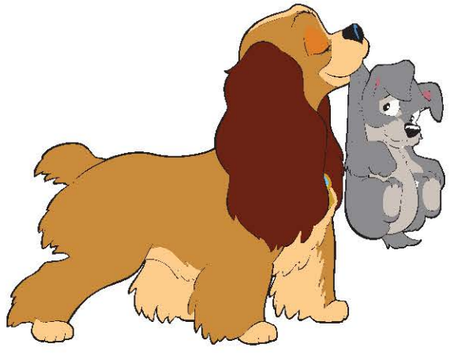

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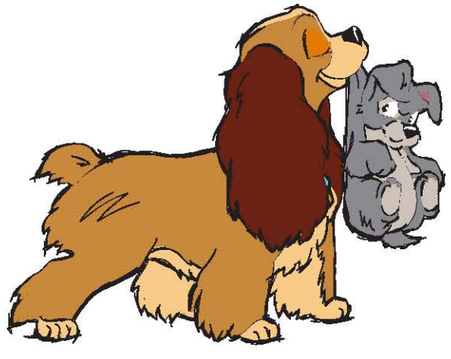

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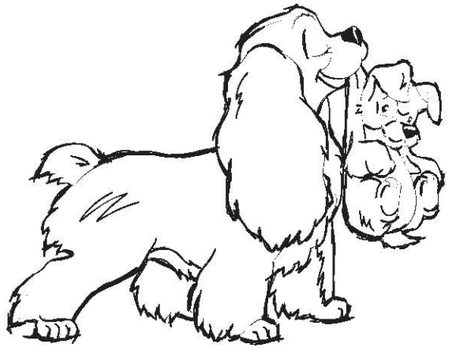

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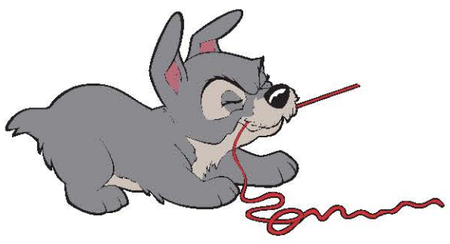

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CSEU537103.psd

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OBJECT SPOT ART

AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL

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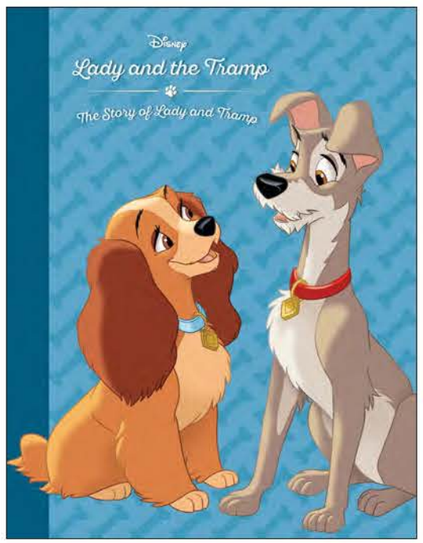
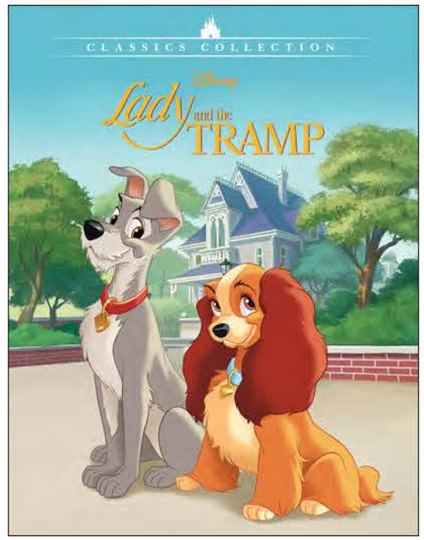
COVERS

AVAILABLE IN THE DISNEY CLASSICS COVER POOL: 978DPWCCPB840





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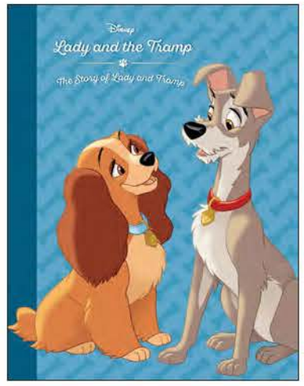
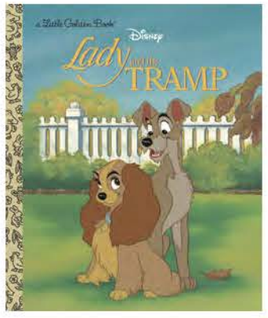
STORY INDEX

RETELLINGS



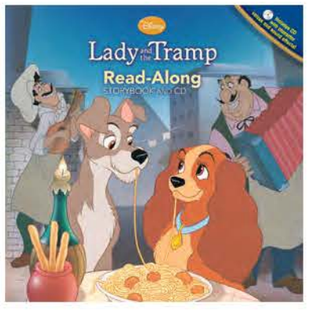
LADY AND THE TRAMP CLASSIC STORYBOOK ART POOL

978DPWLTPB248
Ages 3–5
The 96-page classic storybook art pool for *Lady and the Tramp*



LADY AND THE TRAMP (LITTLE GOLDEN BOOK)

9780307001139R
Ages 3–5
The Little Golden Book retelling of *Lady and the Tramp*

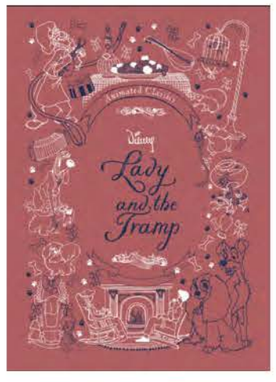


LADY AND THE TRAMP READ-ALONG STORYBOOK AND CD

9781423160304
Ages 3–5
A read-along retelling for *Lady and the Tramp* with character voices and sound effects

LADY AND THE TRAMP (STEP INTO READING)

9780736430265
Ages 6–8
A leveled reader retelling of *Lady and the Tramp*



ANIMATED CLASSICS: WALT DISNEY'S *LADY AND THE TRAMP*

978DPWLTPB013
Ages 6–8
A fresh retelling of the classic Disney film, illustrated with vintage art

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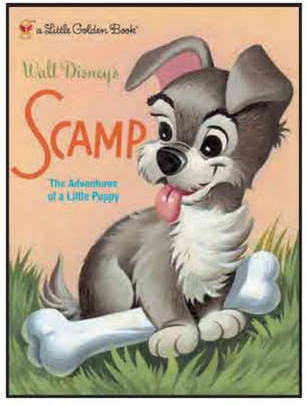
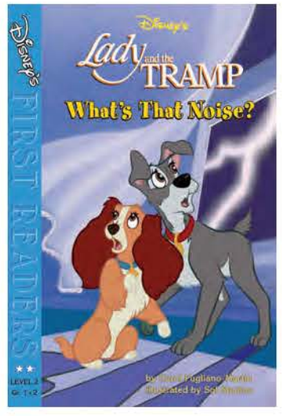
STORY INDEX

EXTENSION STORIES



SCAMP, THE ADVENTURES OF A LITTLE PUPPY (LITTLE GOLDEN BOOK)

9780736423113R
Ages 3–5
A Little Golden Book following Lady and Tramp's little puppy Scamp

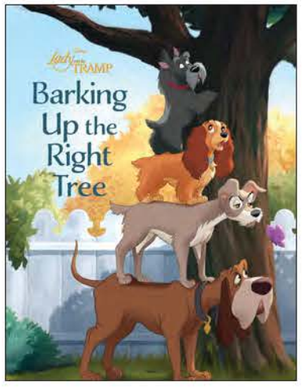


WHAT'S THAT NOISE?

9780786842292
Ages 3–5
A leveled reader where Lady and Tramp investigate a mysterious noise

A TRUSTY BABYSITTER

978DPWLTPB901
Ages 3–5
An extension story in which Trusty babysits Lady and Tramp's puppies



BARKING UP THE RIGHT TREE

978DPWLTPB288
Ages 5–8
An extension story about the animals rescuing a cat from a tree

CHRISTMAS TRADITIONS

978DPWLTPB902
Ages 3–5
An extension story starring Lady, Tramp, and their puppies during Christmas

LADY'S CHRISTMAS SURPRISE

978DPWLTPB903
Ages 3–5
An extension story starring Lady, Tramp, and their puppies during Christmas

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STORY INDEX

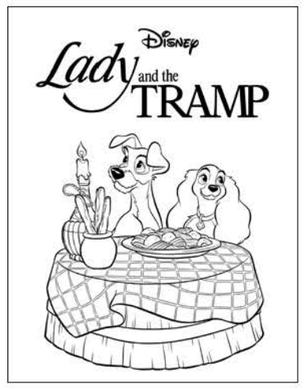
EXTENSION STORIES

SCAMP THE HERO
978DPWLTPB904
Ages 3–5
An extension story starring Scamp

COMICS & GRAPHIC NOVELS

LADY AND THE TRAMP
GRAPHIC NOVEL
MAG0000324
Ages 6–12
A refreshed retelling of the film *Lady and the Tramp* in comic format

COLORING & ACTIVITY



LADY AND THE TRAMP
COLORING PAGE POOL
978DPWLTCA296
Ages 3–5
The refreshed coloring page pool for *Lady and the Tramp*

© Disney

STORY INDEX

LIVE-ACTION *LADY AND THE TRAMP*

***LADY AND THE TRAMP* JUNIOR NOVELIZATION**
9781368059312
Ages 8–12
The novelization of the *Lady and the Tramp* live-action film

LADY AND THE TRAMP: HOW LADY MET TRAMP
9781368059251
Ages 6–8
An 8x8 retelling of the *Lady and the Tramp* live-action film

***LADY AND THE TRAMP: PUPPY LOVE* (WORLD OF READING)**
9781368059268
Ages 6–8
A leveled reader retelling of the *Lady and the Tramp* live-action film

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FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d63680030949?type=both

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101 DALMATIANS (1961)

Next anniversary: Sixty-fifth in 2026

Dalmatians Pongo and Perdita live a happy life with their humans and their fifteen puppies. But when the eccentric Cruella De Vil steals the Dalmatian puppies away, Pongo and Perdita set out to rescue them and eighty-four other kidnapped puppies.

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PLOT SYNOPSIS

Pongo, a Dalmatian, and his human, Roger, see Pongo's future mate, Perdita, out for a walk with her human, Anita. Pongo makes sure not to miss this opportunity, and he engineers a meeting in the park. The foursome eventually move in together when Roger and Anita get married.

Perdita soon gives birth to a litter of fifteen Dalmatian puppies, and things are grand until Anita's old school chum Cruella De Vil wants to buy the puppies for herself. Roger refuses to sell, and Cruella hires Jasper and Horace Badun to steal the puppies. Thanks to the canine telegraph system, known among dogs as the Twilight Bark, word gets out that the puppies are being kept in Hell Hall, the old De Vil place.

Three local English countryside animals, a cat named Sergeant Tibs, a horse named the Captain, and an Old English sheepdog named the Colonel, locate Pongo's puppies, along with eighty-four other Dalmatian pups. Pongo and Perdita help rescue the puppies, and they all begin the long journey back to London, with Cruella and the Baduns in hot pursuit. But lucky for the pups, Cruella, Jasper, and Horace drive off an icy road, and all the Dalmatians make it safely back to an overjoyed and relieved Roger and Anita.

Roger and Anita decide to keep all the dogs—Pongo, Perdita, their fifteen puppies, and the eighty-four others—which brings their total number of Dalmatians up to a soaring 101.

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GUARDRAILS

WORLD RULES

- Pongo and Perdita are parents to fifteen puppies, but at the film's end, they adopt eighty-four other puppies, making for a total of 101 Dalmatians. However, only six of the puppies have official names: Freckles, Lucky, Patch, Penny, Pepper, and Rolly.
- Pongo and Perdita's original fifteen puppies are the only ones who have collars; the newly adopted puppies are collarless. The girl puppies have blue collars (like Perdita), and the boy puppies have red ones (like Pongo).
- All the animals in the film can speak to one another, but the human characters can't understand their speech. Humans hear their barks and whines as dog sounds.
- The film is told from the point of view of the Dalmatians, so while Roger and Anita view Pongo and Perdita as their pets, the Dalmatians actually see the humans as their pets.

OTHER TV AND FILM APPEARANCES

- These characters and their world make further appearances in the film *101 Dalmatians II: Patch's London Adventure* and the TV shows *101 Dalmatians: The Series* and *101 Dalmatian Street*. However, before creating stories that cross to other properties or using non-*101 Dalmatians*-affiliated assets, please clear with the DPW Classics franchise lead. They will review on a case-by-case basis.
- Assets from the live-action films associated with this property, including *101 Dalmatians, 102 Dalmatians,* and *Cruella*, should not be mixed in with assets from the animated film.

COPYRIGHT

- For most books featuring *101 Dalmatians*, credit is required in the copyright based on the wording of the actual book title:
  - If the title "The Hundred and One Dalmatians" is used, then the credit is: Based on the book by DODIE SMITH, Published by The Viking Press (for USA printings).
  - If the title is not used, then the credit is: Based on the book THE HUNDRED AND ONE DALMATIANS BY DODIE SMITH, Published by The Viking Press.
- For simple board books and coloring and activity that are multi-property and include artwork from *101 Dalmatians*, the credit can be omitted.
- On promotional materials, use © Disney. If text from Dodie Smith's book is used in the promotion, also include the credit mentioned above.

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HOLIDAYS AND SEASONAL USAGE

- Characters from *101 Dalmatians* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	YES	YES	YES	YES	NONE

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EDITORIAL GUIDELINES

DOS

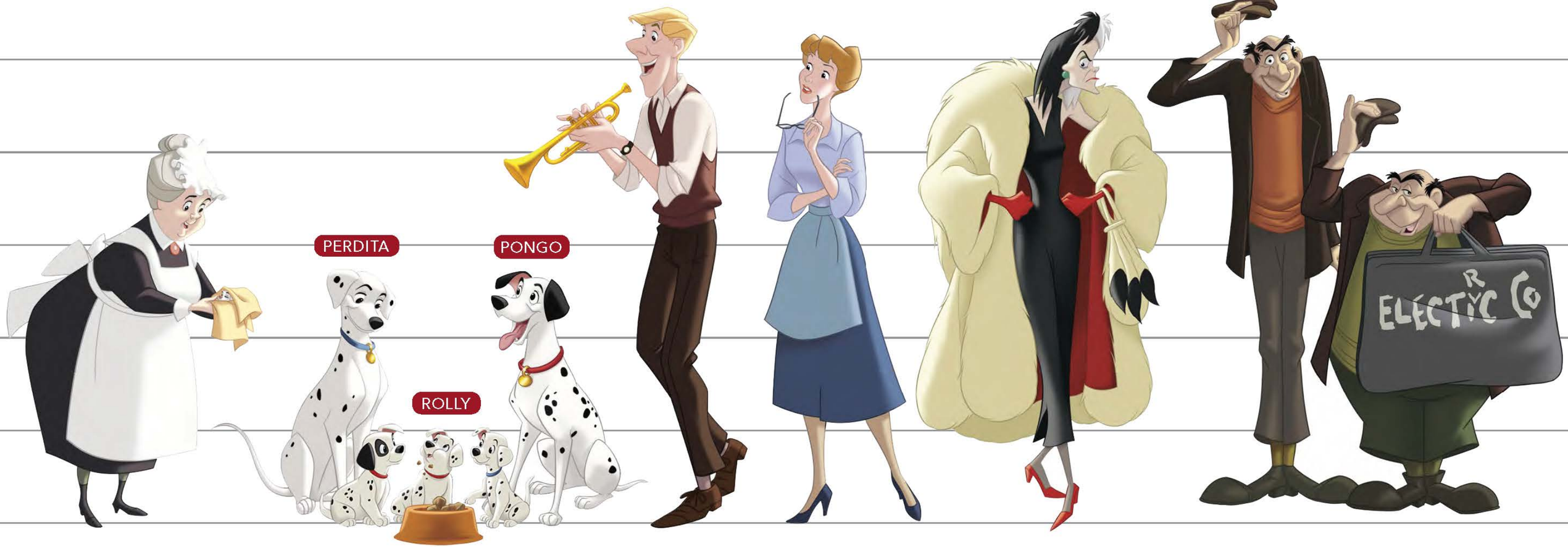
- **Do** portray the loving family relationships among Pongo, Perdita, and their puppies.
- **Do** focus on the central themes of creating a sense of home and family, and looking out and caring for others.
- **Do** focus on the power of communication and getting help from good friends.

DON'TS

- **Don't** include the phrase "Dalmatian plantation" from the film in any storytelling.
- **Don't** use the name Hell Hall outside of a direct retelling context.
- **Don't** include any reference to, or imagery of, smoking.
- **Don't** focus storytelling on Cruella De Vil's desire to turn the puppies into fur coats; instead, reposition focus on Cruella as a self-absorbed fashion enthusiast who loves the finer things in life.
- **Don't** include Cruella's wild eyes and rage unless in a direct retelling context.
- **Don't** include the phrase "crazy woman driver" from the film in any storytelling.

© Disney

CHARACTER SIZE CHART



NANNY PATCH PENNY ROGER ANITA CRUELLA DE VIL JASPER HORACE

© Disney

CHARACTER BIOS

PONGO

A suave and sophisticated Dalmatian, Pongo is paternal toward Roger, his human, but is also very good at looking out for himself. He won't miss his opportunity to meet Perdita and drags the slow-moving Roger out of the house to catch up with her. Pongo is determined, tough, and courageous when he needs to be, but is also a great comfort to Perdita. He's a playful, fun-loving dad with his puppies, and a devoted, loving husband.

QUOTES

- "My eyes were just about to close when I saw her—the most beautiful creature on four legs! She had a straight pointed tail and the most magnificent spots!"
- "Perdy, I'm afraid it's up to us. If our puppies are anywhere in this city, the London dogs will know."

© Disney

CHARACTER BIOS

PERDITA

Perdita, nicknamed Perdy, is Anita's Dalmatian. She starts out acting coolly toward the more enthusiastic Pongo, but eventually falls for his charm and caring nature. She is a devoted mother who will do and risk anything for her pups. She makes sure her puppies shape up when they need to, but she is a very nurturing mom and wildly courageous when it comes to rescuing her stolen babies.

QUOTES

- "What does she want with our puppies? She can't possibly love them or want to take care of them."
- "My darlings! Oh, my darlings!"

© Disney

CHARACTER BIOS

PONGO AND PERDITA'S DALMATIAN PUPPIES

Perdita gives birth to a litter of fifteen adorable Dalmatian puppies, who like to stick together and travel in a rolling, rambunctious, energetic pack. As a group, the puppies are curious, active, and resourceful, staying positive and keeping up their spirits even when they're stolen by Jasper and Horace.

QUOTES

- Rolly
  Rolly: "I'm hungry, Mother. I'm hungry. . . I'm so hungry I could eat a a whole elephant."
- Patch
  "That old Dirty Dawson! The yellow-livered old skunk! I'd like to tear his gizzard out."
- Lucky
  "I'm tired, and I'm hungry. And my tail's froze. And my nose is froze. And my ears are froze. And my toes are froze."

© Disney

CHARACTER BIOS

The most-featured puppies include:

Rolly, who's sweet but always hungry and lagging behind.

Lucky, who loves to watch TV and vies with Patch for the prime watching spot.

Patch, an outspoken pup who stays close to his mom. He loves to watch Thunderbolt on TV and aspires to be more like his action hero.

Penny, who has a particularly close relationship with her father, Pongo.

Freckles, who has spots around his nose and loves to sit on Pongo's head while watching TV.

© Disney

CHARACTER BIOS

ROGER AND ANITA RADCLIFFE

Roger is a songwriter who is married to his work until he meets Anita, a caring, intelligent, and orderly woman who perfectly complements Roger's creative and hardworking, but more scatterbrained, nature. Roger eventually stands up to Cruella De Vil when he has had enough of her manipulations. Both Roger and Anita care for their Dalmatians greatly and welcome the considerable expansion of their Dalmatian family.

QUOTES

- **Roger:**
  "Pongo, boy!"
  "No, no, no. I mean it! You're not getting one! Not-not one! And-and-and that's-that's . . . final!"
- **Anita:**
  "Oh, Roger, you were magnificent, darling!"

© Disney

CHARACTER BIOS

NANNY

Nanny is the Radcliffes' dedicated and caring housekeeper, who comes to love and adore the puppies. She bravely faces off with the Baduns to try to keep them from stealing the Dalmatian puppies (albeit to no avail), proving she would do anything to keep them safe; when the puppies return home, she is just as thrilled as Roger and Anita to see them come back.

QUOTES

- "The little dears!"

© Disney

CHARACTER BIOS

CRUELLA DE VIL

The villain of the film, Cruella De Vil is an old schoolmate of Anita's who breezes in and out of her life whenever it suits her. With a litter of puppies on the way, Cruella makes a significant reappearance, demanding Anita keep her in the know about the puppies and then, when Anita and Roger refuse to hand them over, stealing them by way of her henchmen, Horace and Jasper Badun. While she is very fashionable and sophisticated, she is also incredibly single-minded and self-centered. When Cruella desires something, she becomes possessed and will do anything to get what she wants–even if it causes her own destruction in the end.

QUOTES

- "Anita, darling!"
- "I'll get even! Just wait!"
- "You'll be sorry. You fools! You idiots!"

NOTE

Cruella De Vil is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

© Disney

CHARACTER BIOS

JASPER HORACE

HORACE AND JASPER BADUN

Cruella De Vil hires the Badun brothers to dognap Pongo and Perdita's Dalmatian puppies from the Radcliffes' home. The crooks are accident-prone, far from the ideal criminals, and often upset Cruella more than please her. Jasper is the more temperamental of the two, while Horace is more anxious, but he is often more intuitive to the Dalmatians' thoughts and next moves than Jasper.

NOTE

Horace and Jasper are official Disney Villains sidekicks. For more information, please refer to the Disney Villains Tool Kit.

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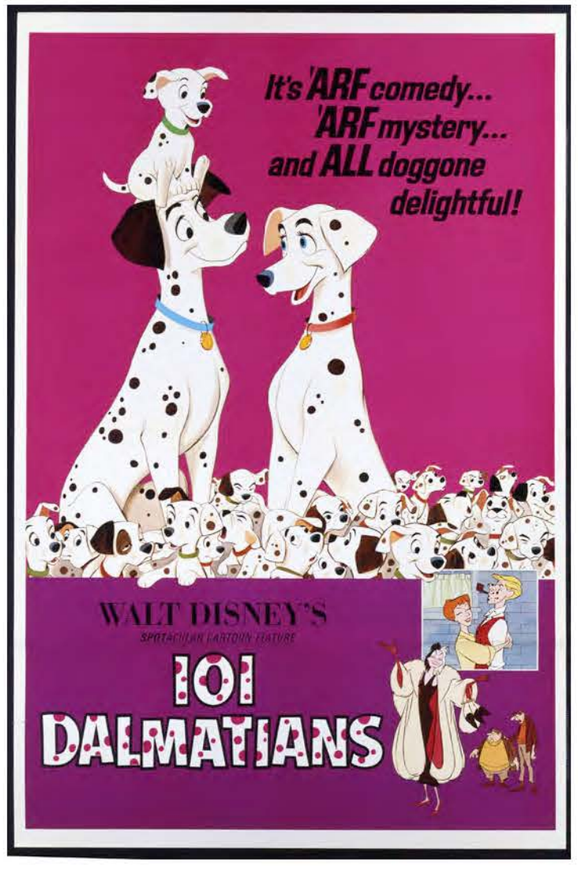
VINTAGE MOVIE POSTERS



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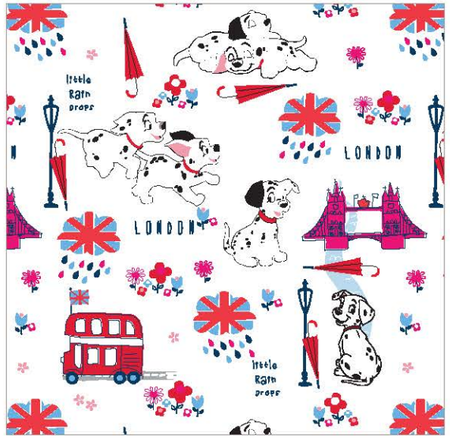

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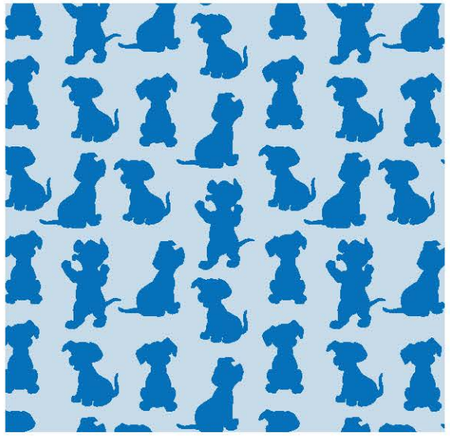

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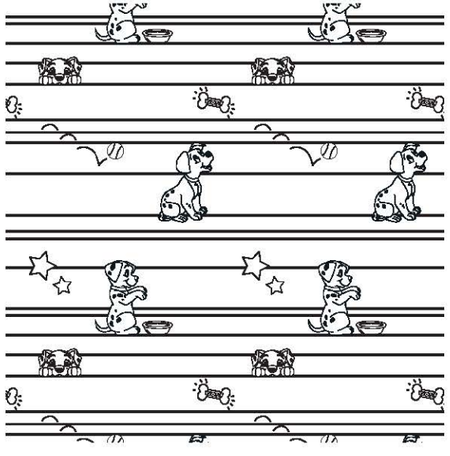

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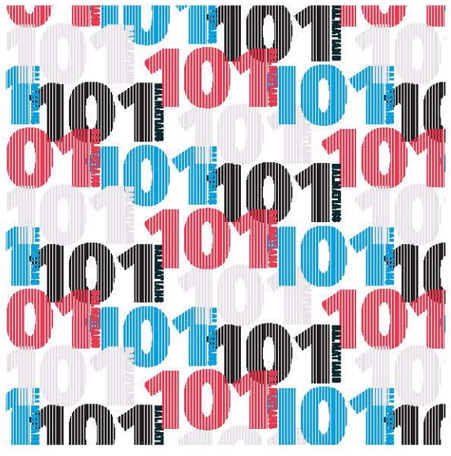

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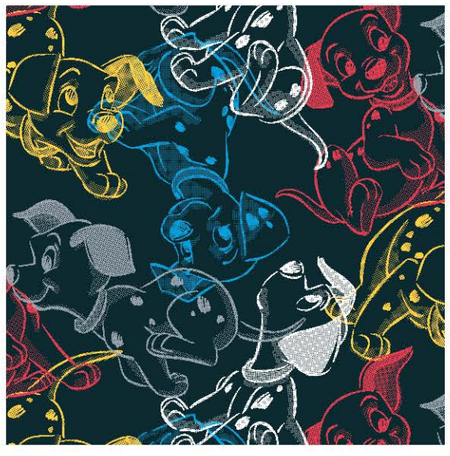

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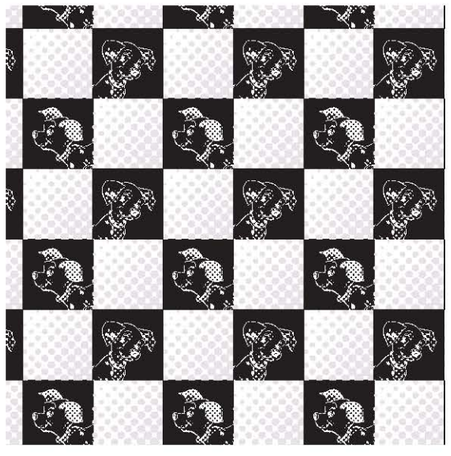

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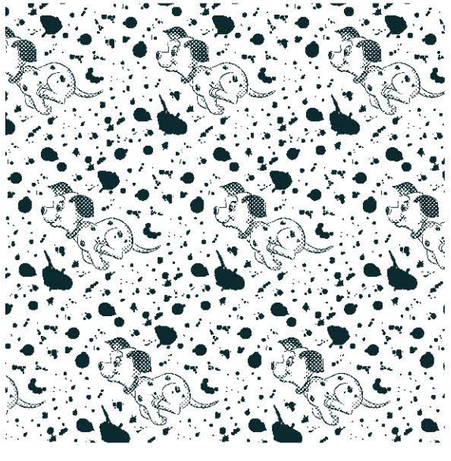

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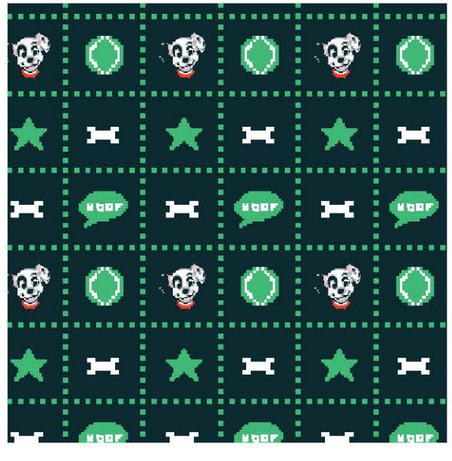

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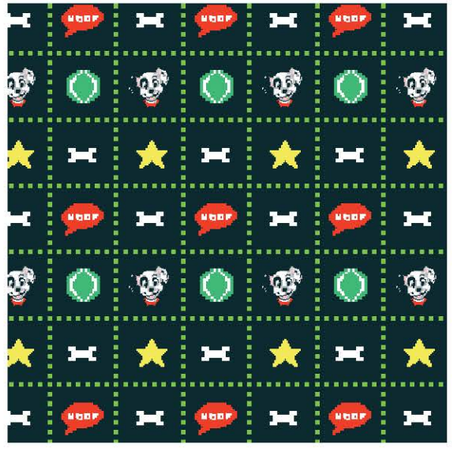

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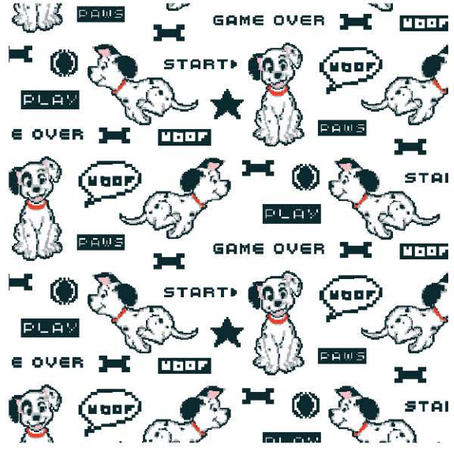

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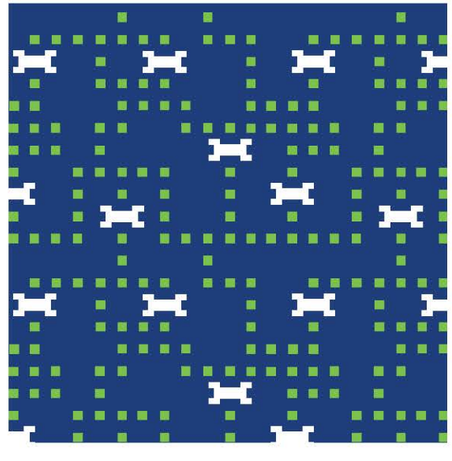

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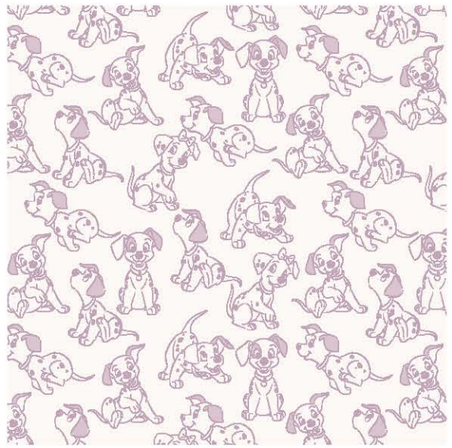

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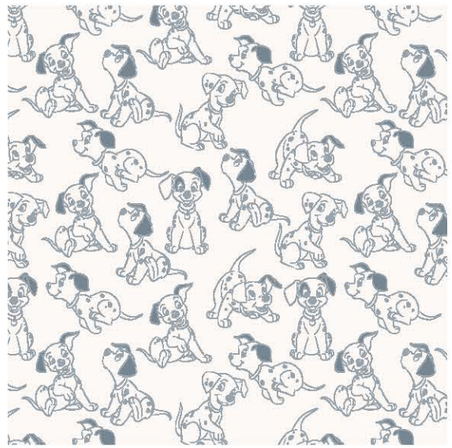

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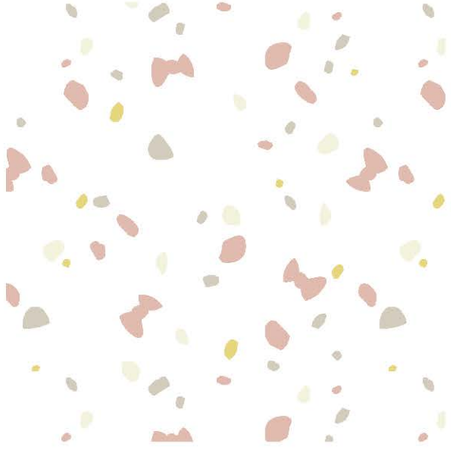

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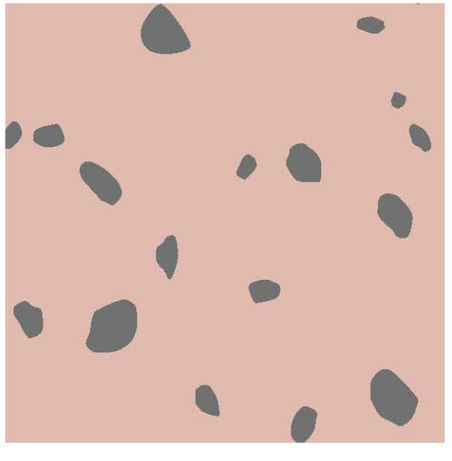

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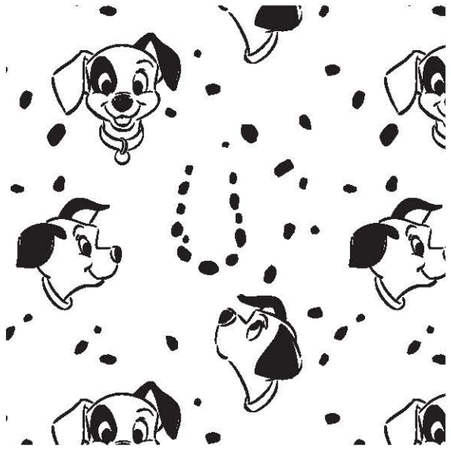

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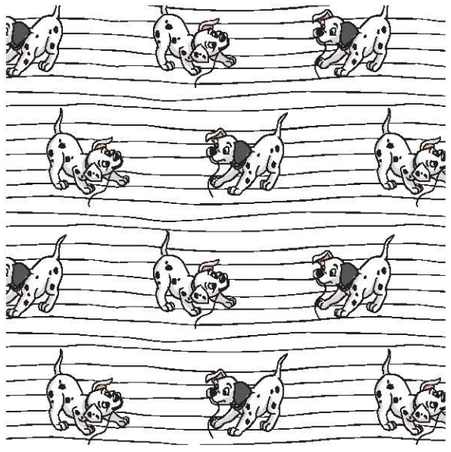

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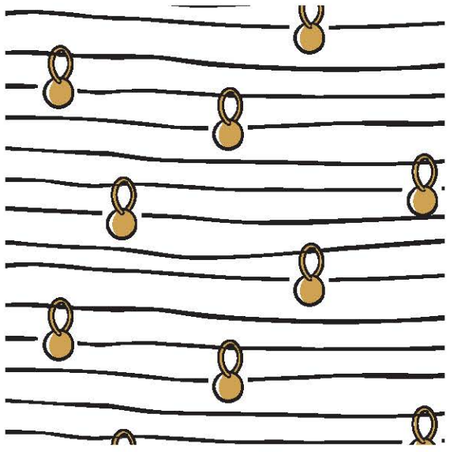

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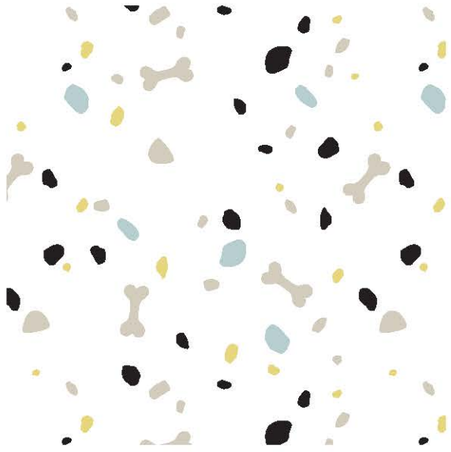

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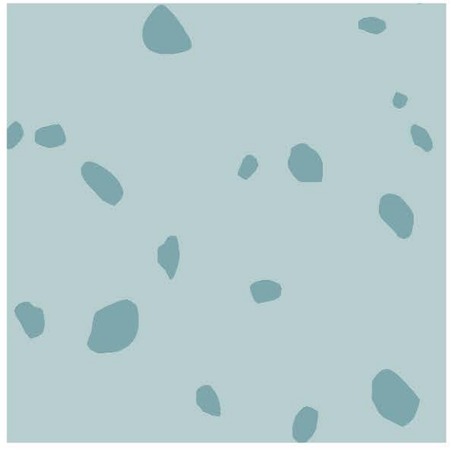

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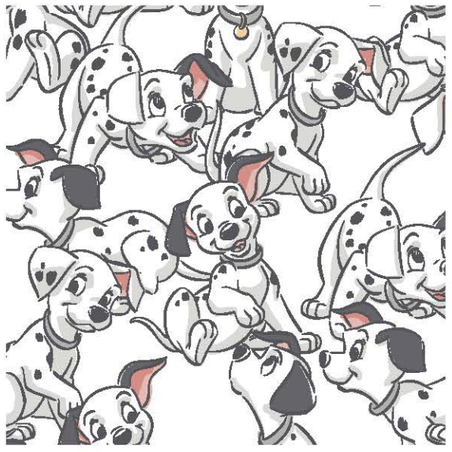

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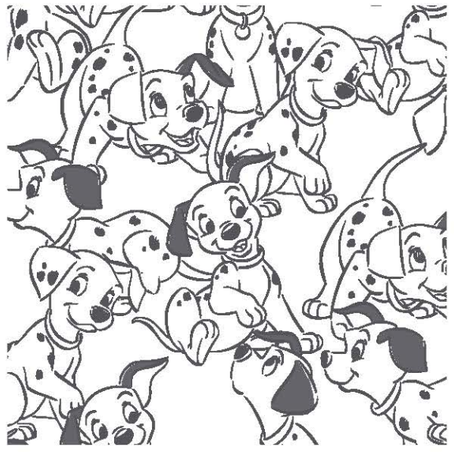

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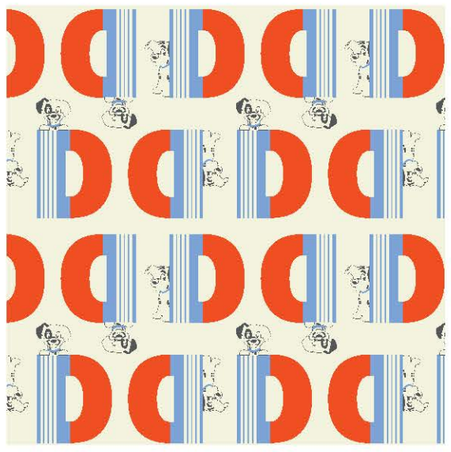

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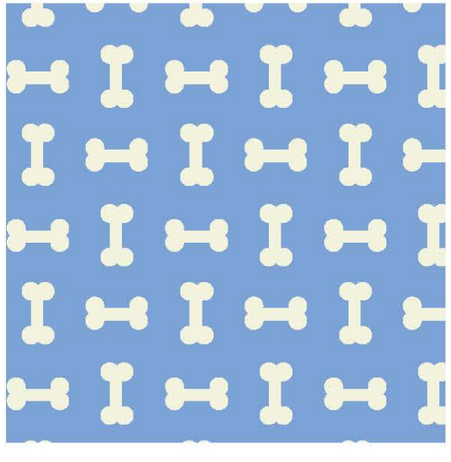

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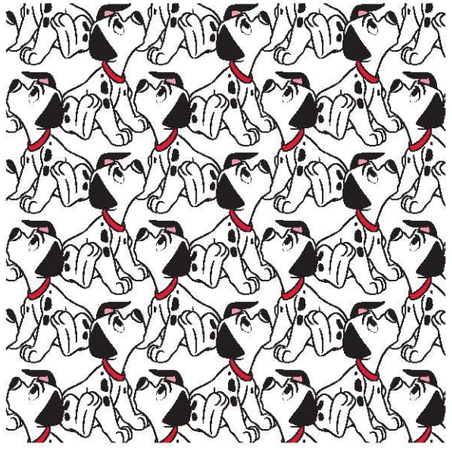

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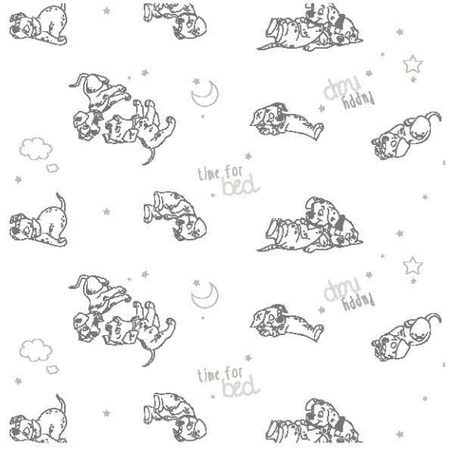

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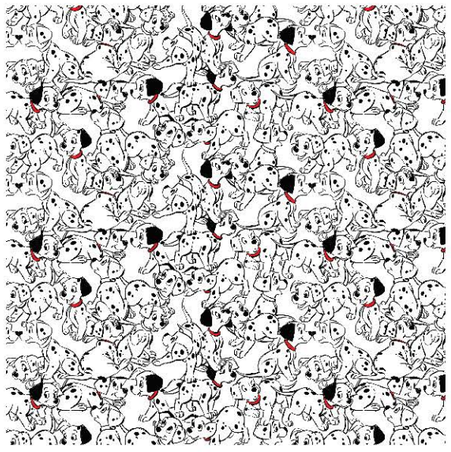

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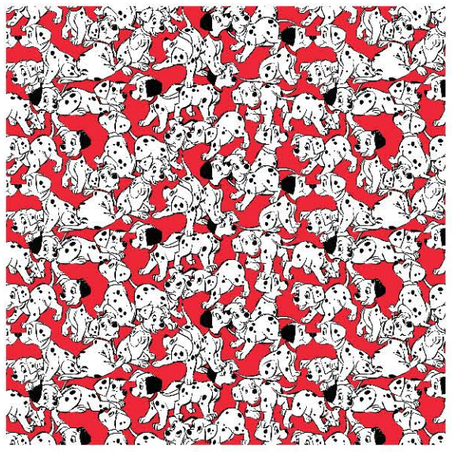

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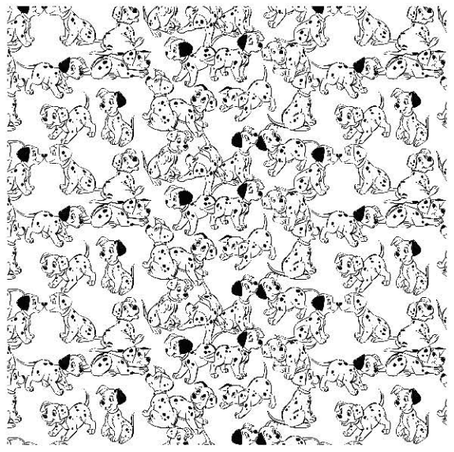

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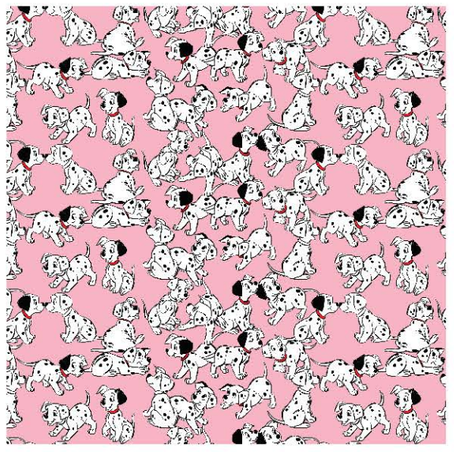

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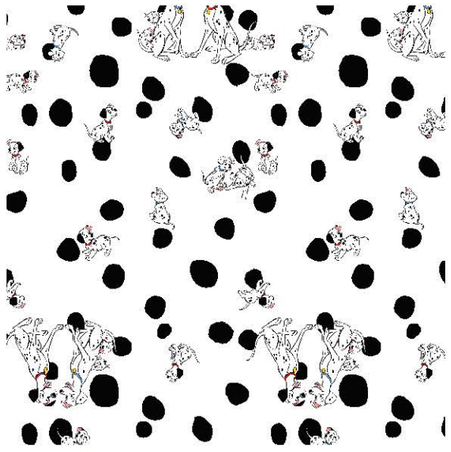

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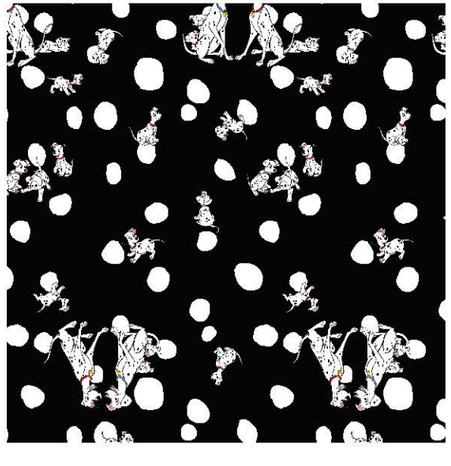

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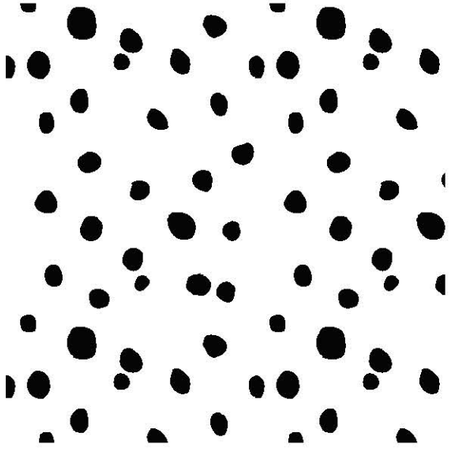

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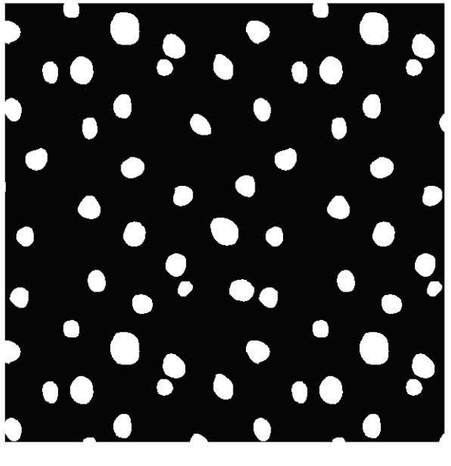

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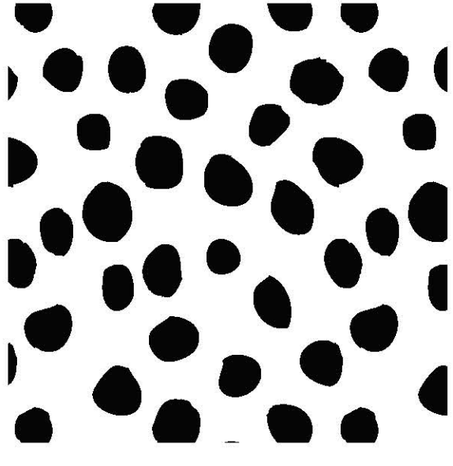

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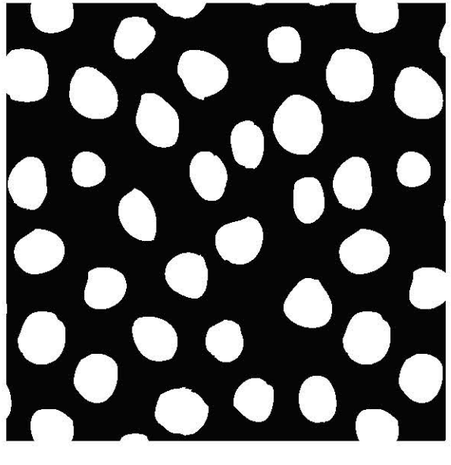

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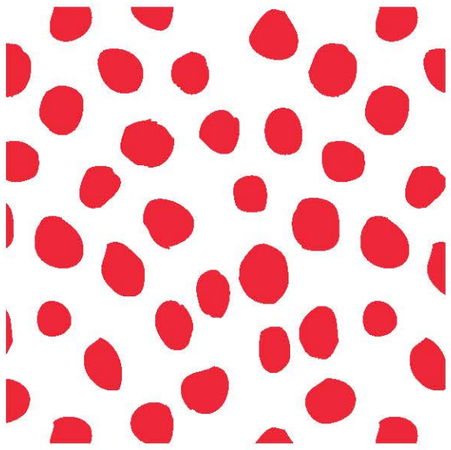

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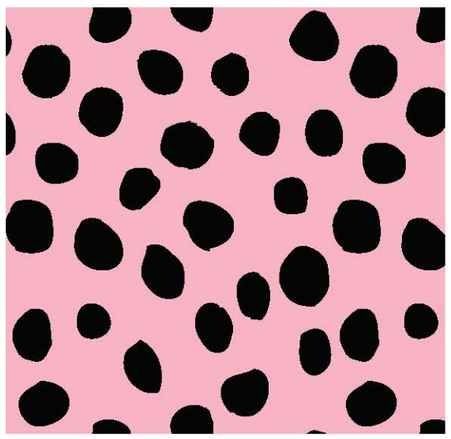

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BADGES

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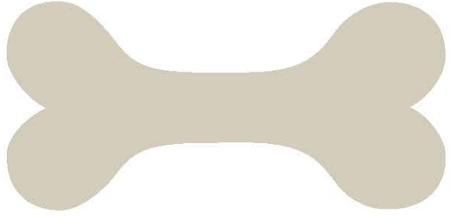

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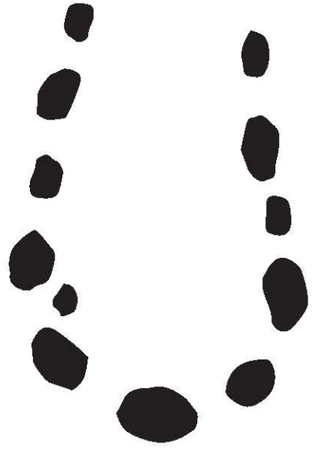

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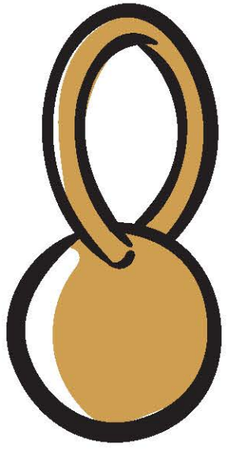

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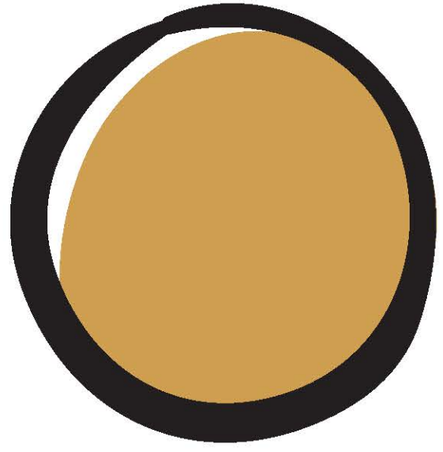

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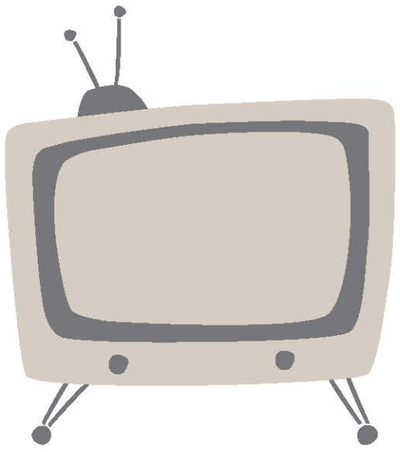

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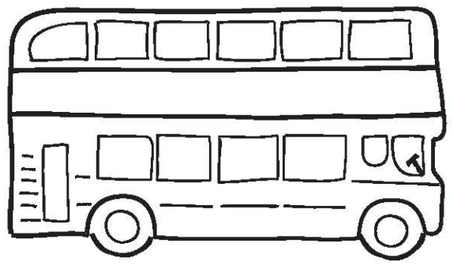

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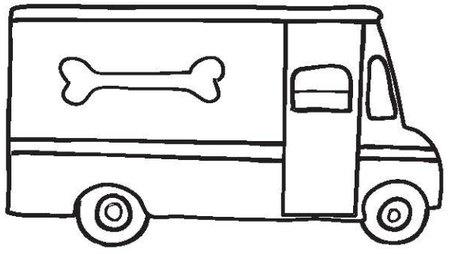

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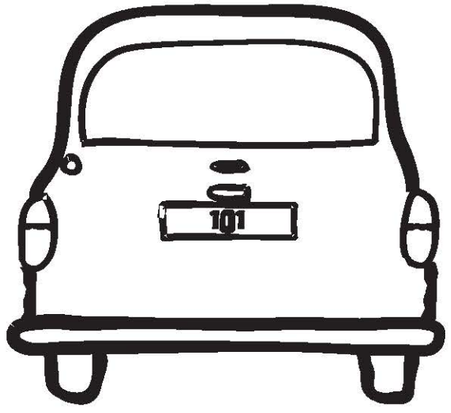

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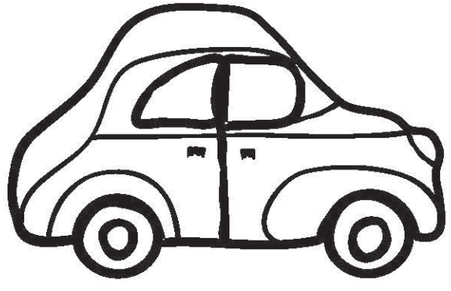

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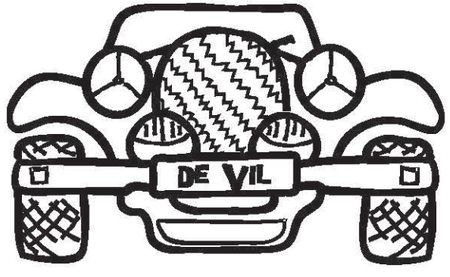

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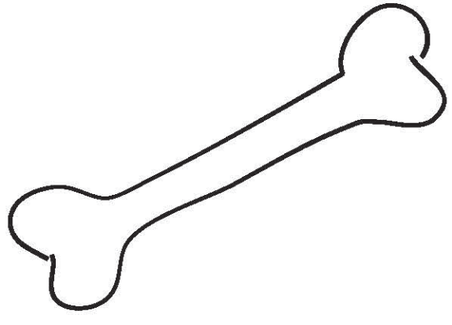

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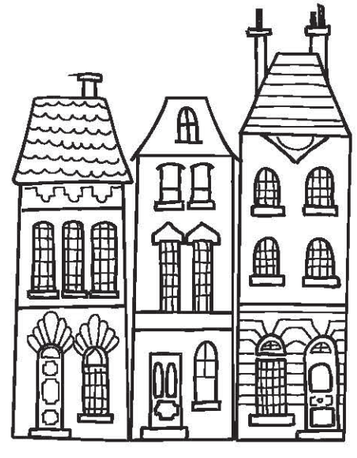

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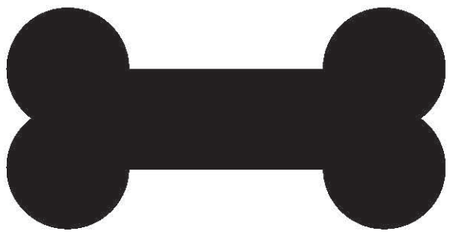

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DESIGN ASSETS

ICONS

TDS013015.ai

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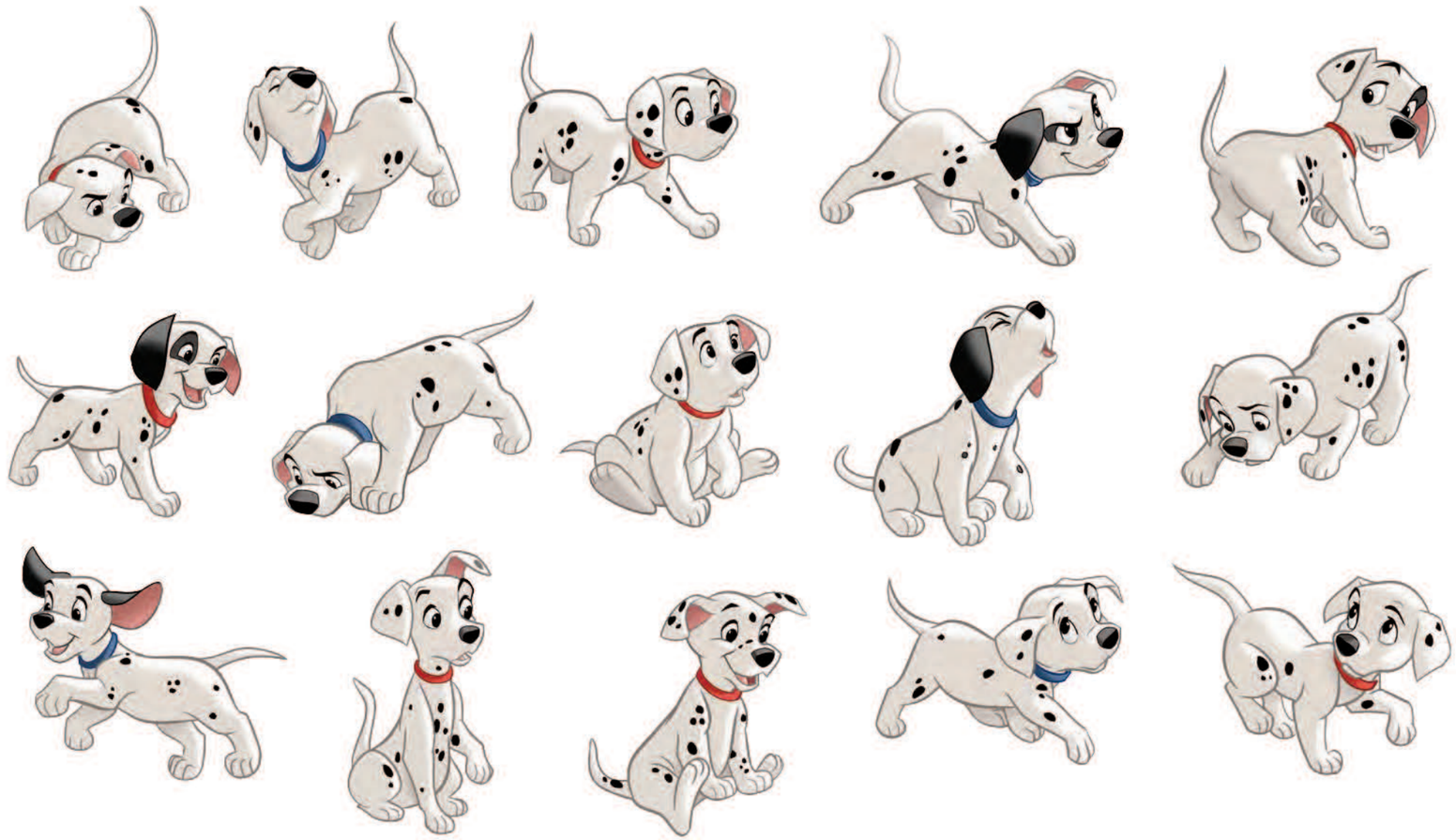
AVAILABLE IN THE DISNEY CLASSICS SPOT ART POOL



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AVAILABLE IN THE DISNEY ANIMALS SPOT ART POOL

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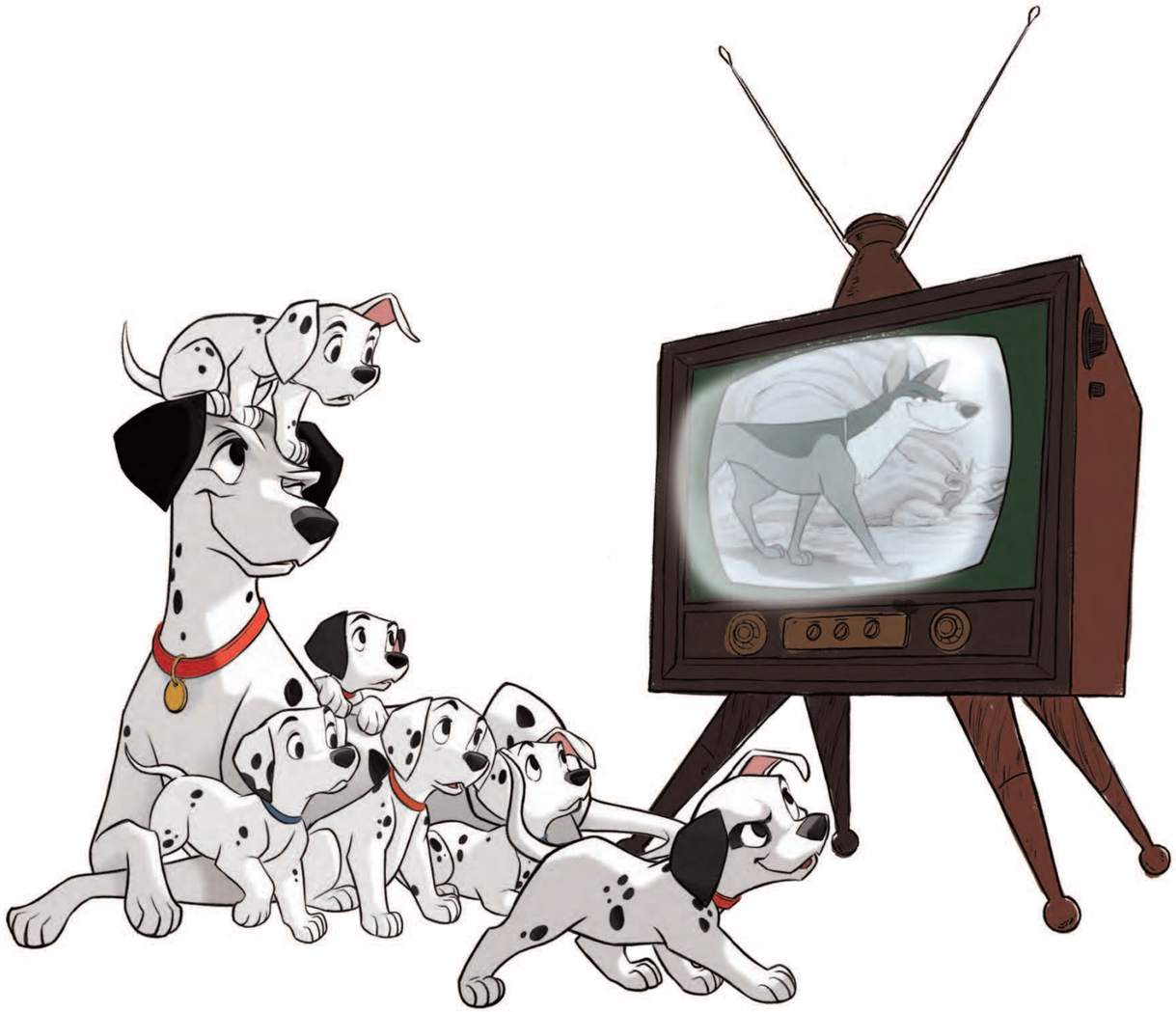
CHARACTER SPOT ART

AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL



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AVAILABLE IN THE DISNEY VILLAINS SPOT ART POOL

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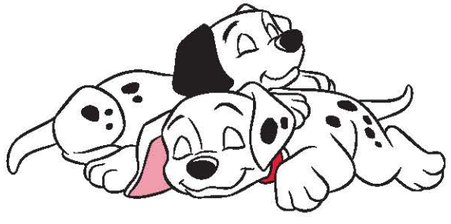

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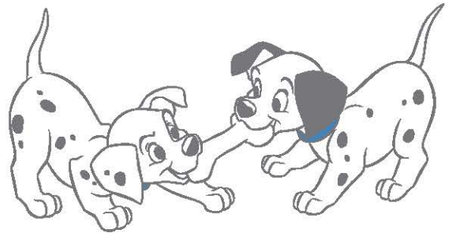

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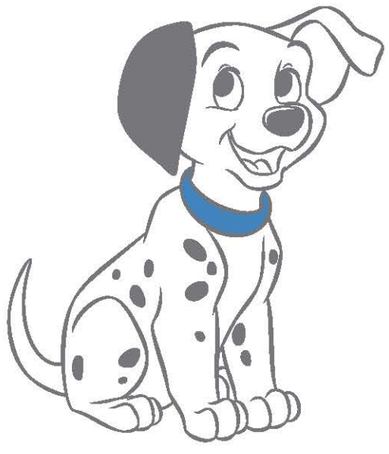

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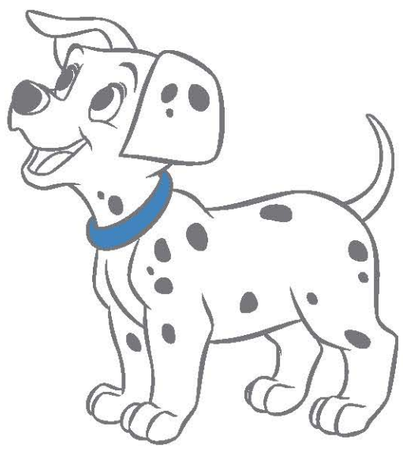

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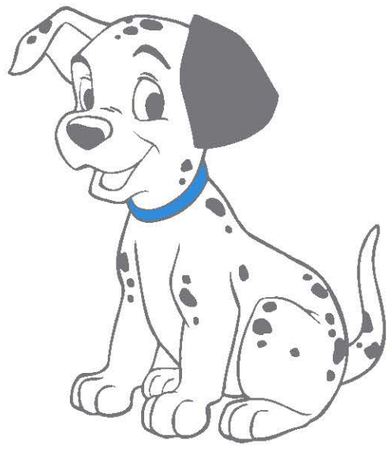

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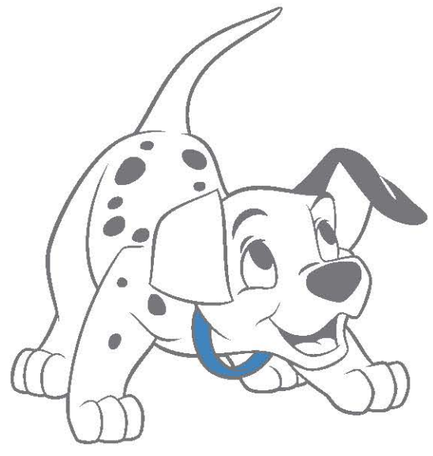

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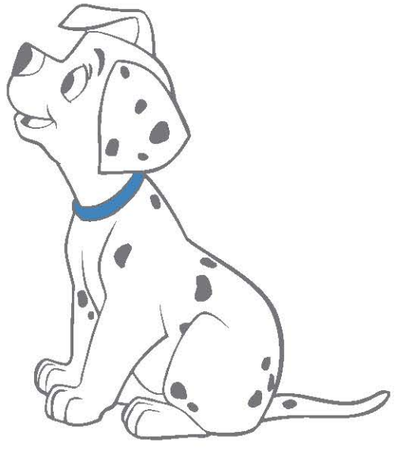

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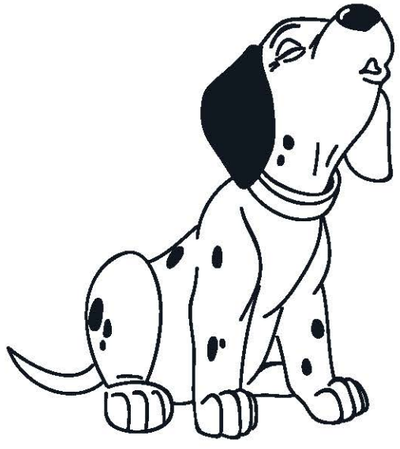

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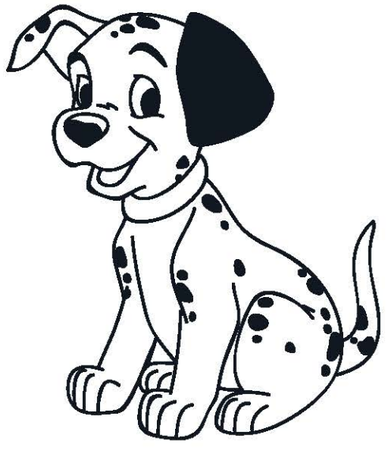

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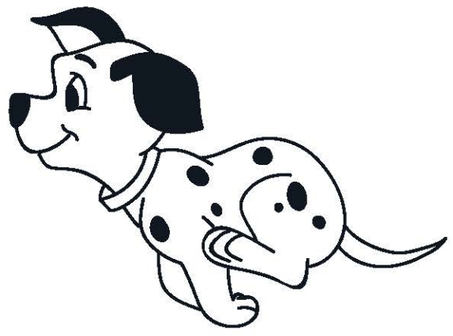

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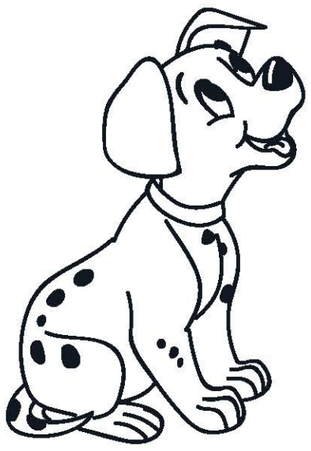

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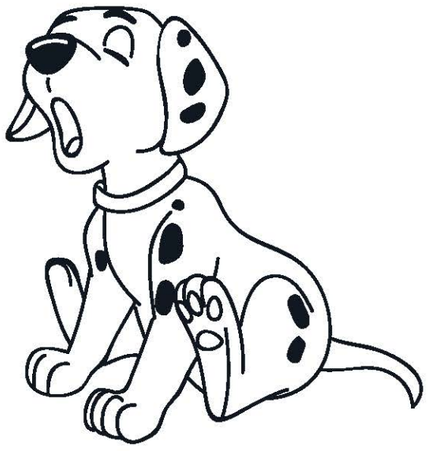

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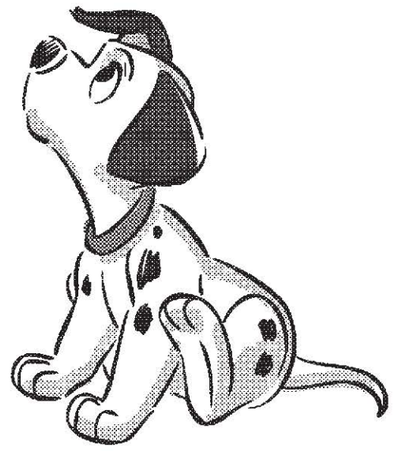

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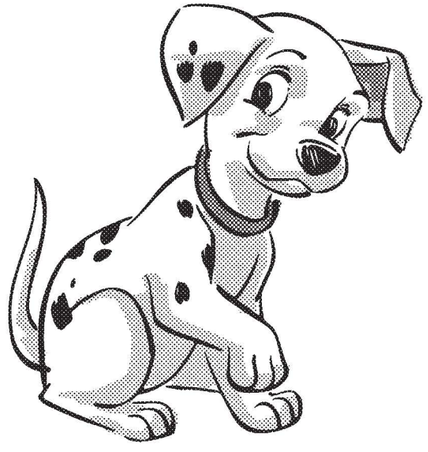

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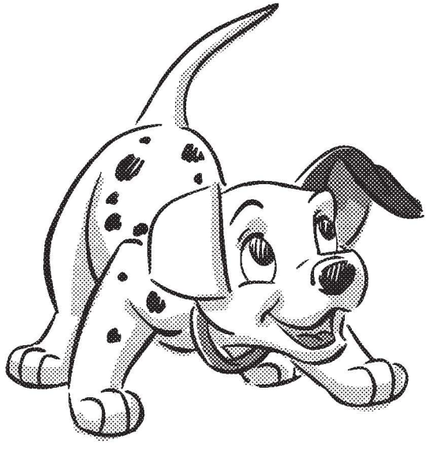

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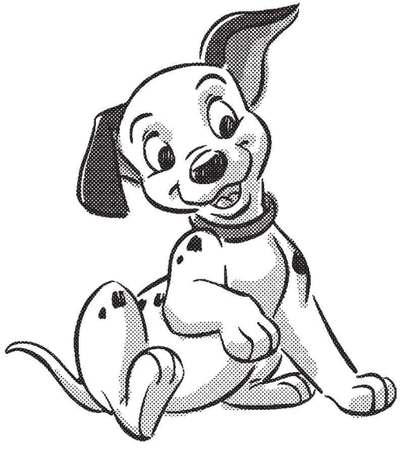

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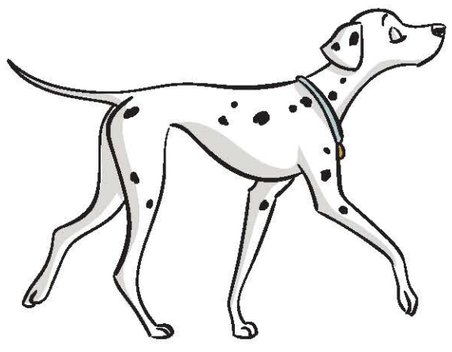

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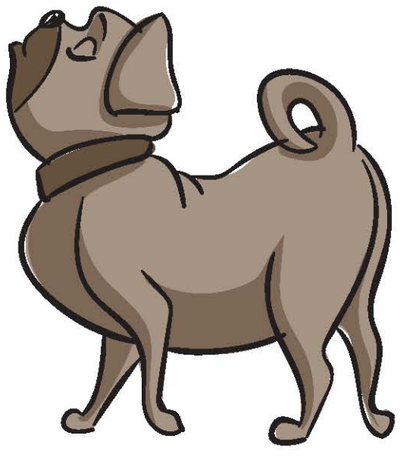

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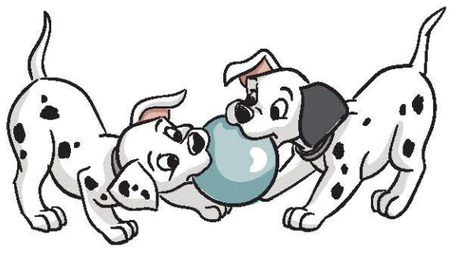

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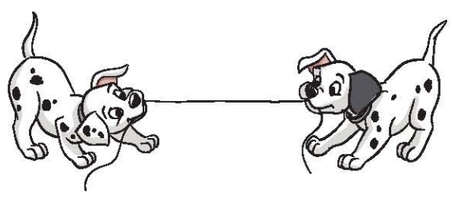

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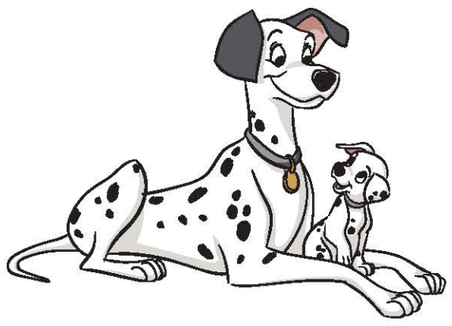

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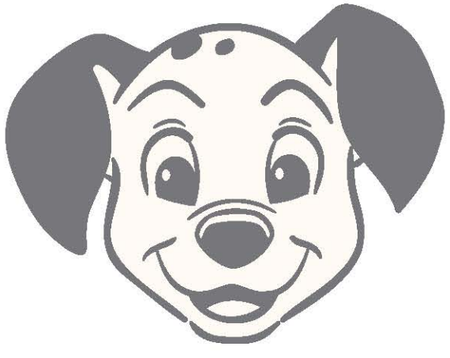

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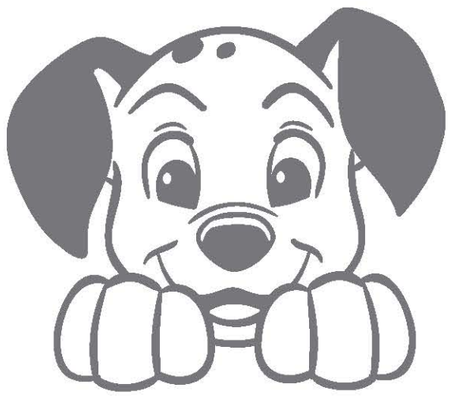

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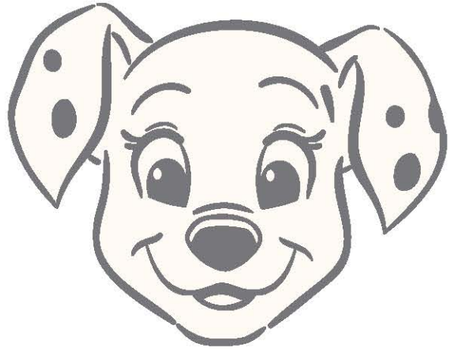

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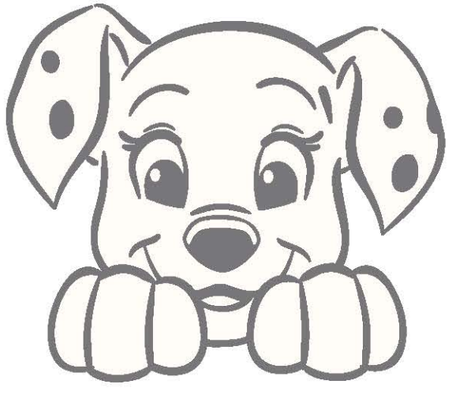

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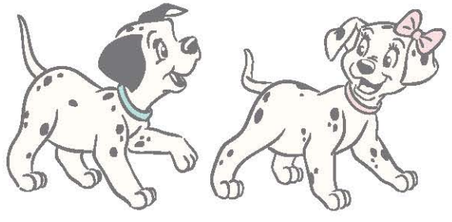

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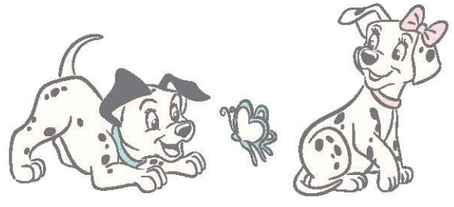

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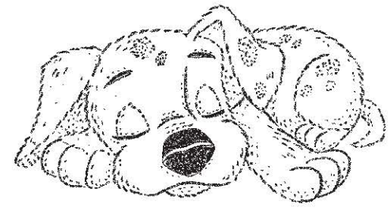

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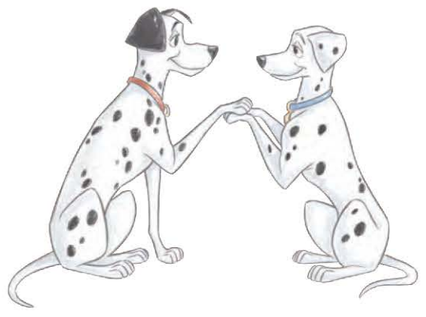

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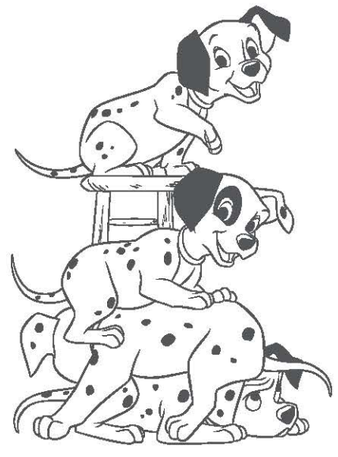

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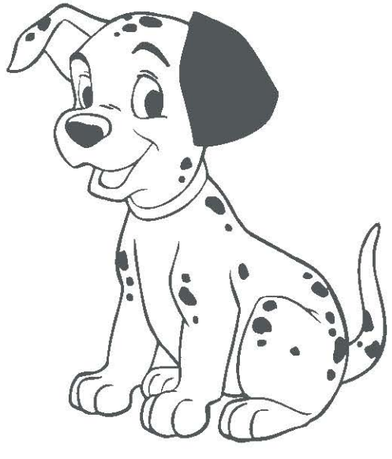

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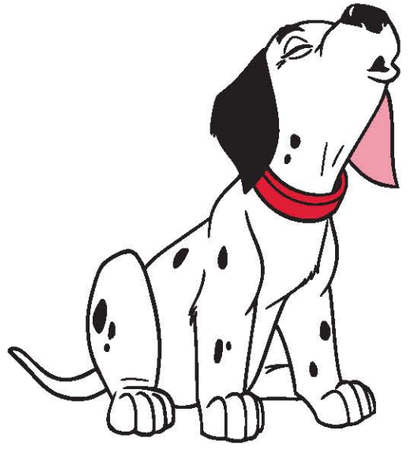

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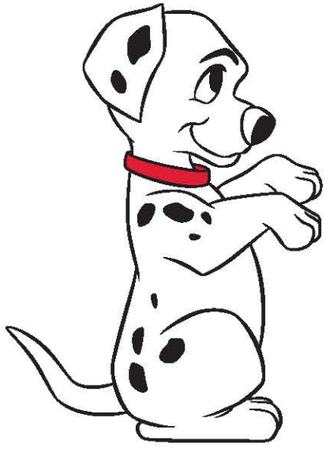

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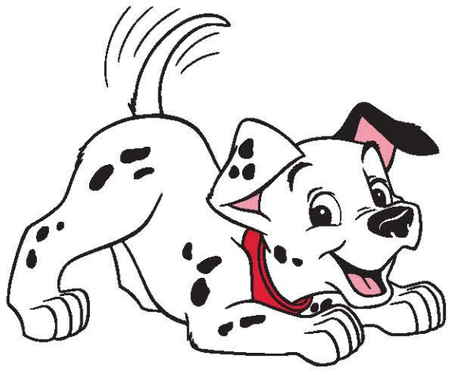

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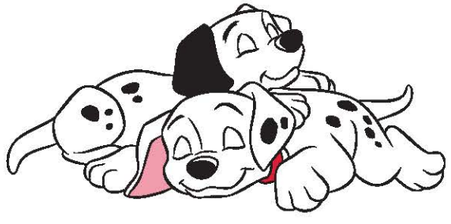
CHARACTER SPOT ART

AVAILABLE IN STYLE GUIDES



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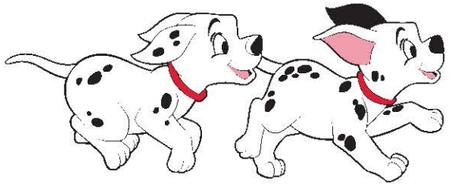

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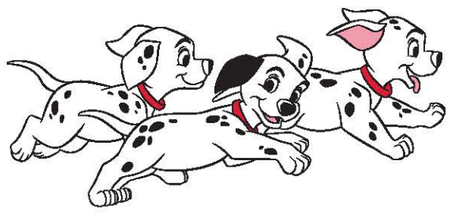

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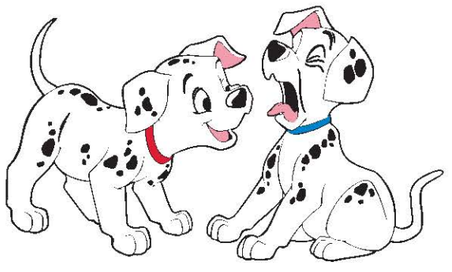

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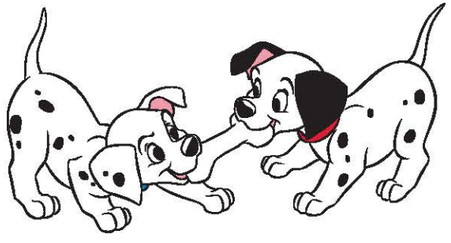

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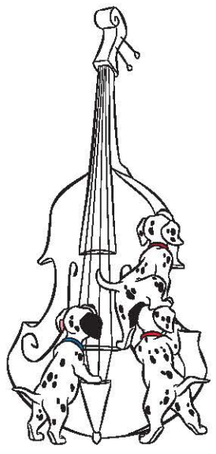

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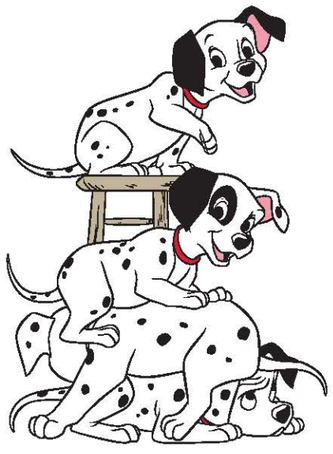

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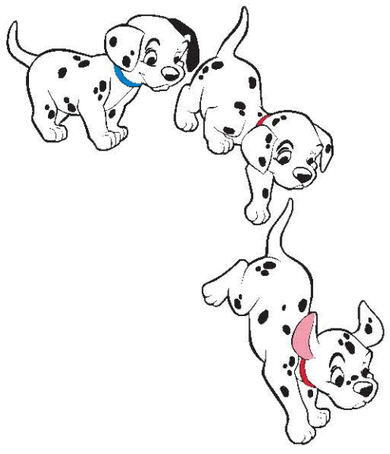

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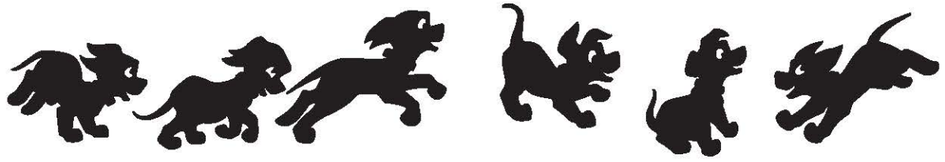

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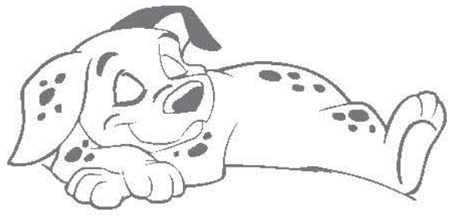

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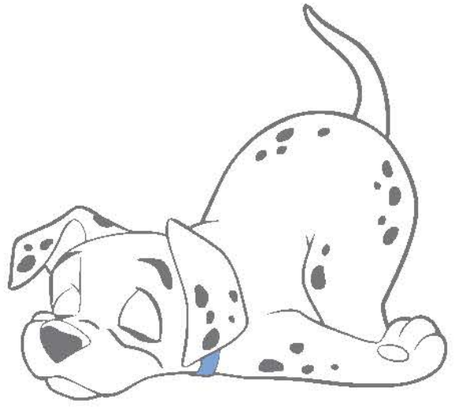

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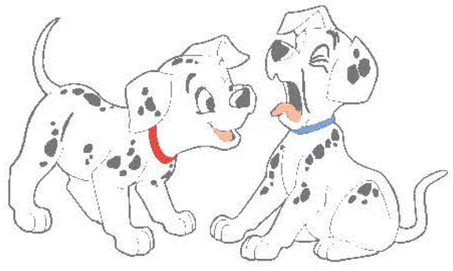

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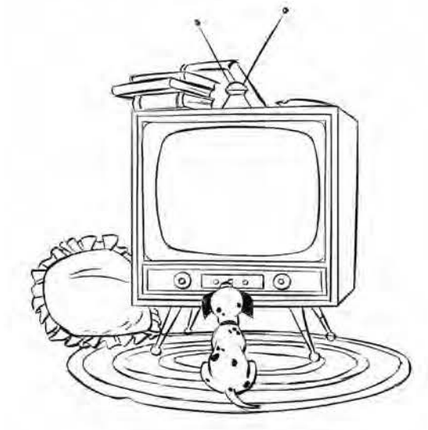

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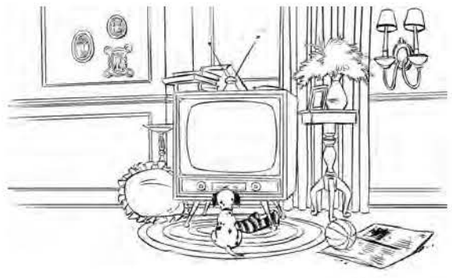

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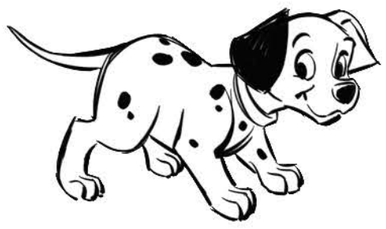

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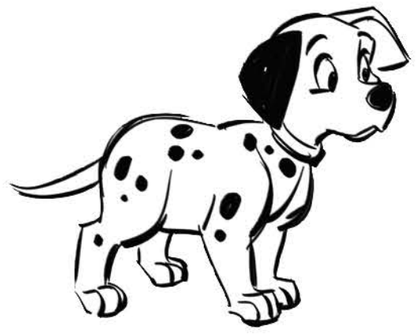

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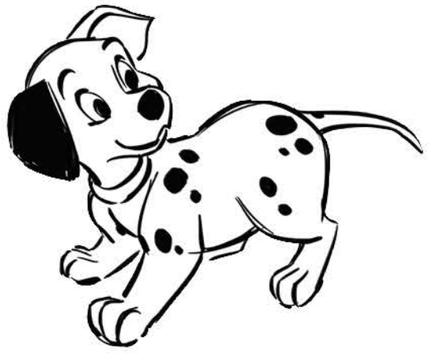

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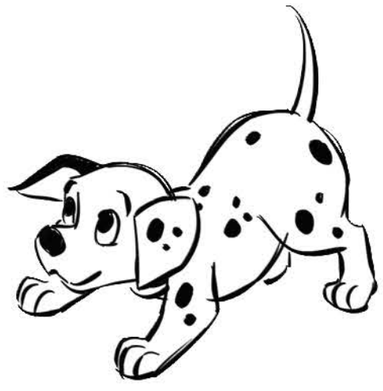

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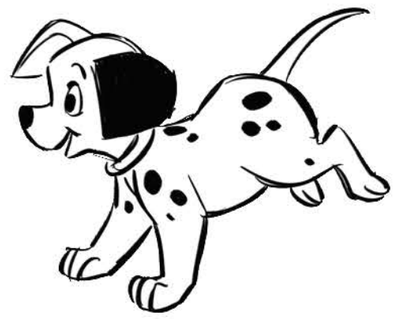

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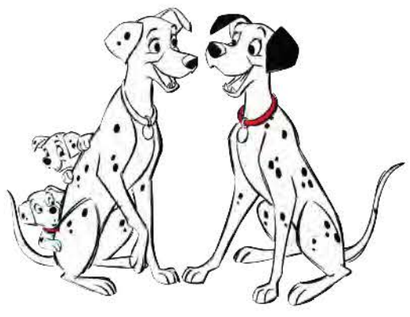

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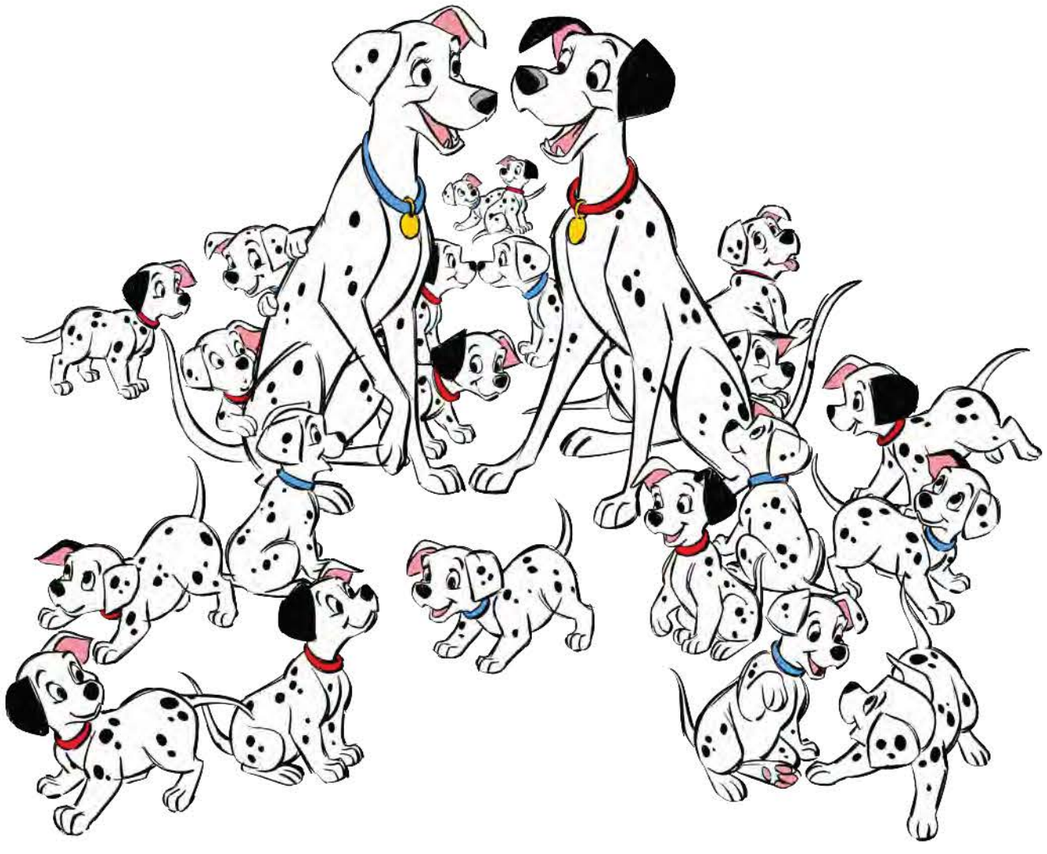

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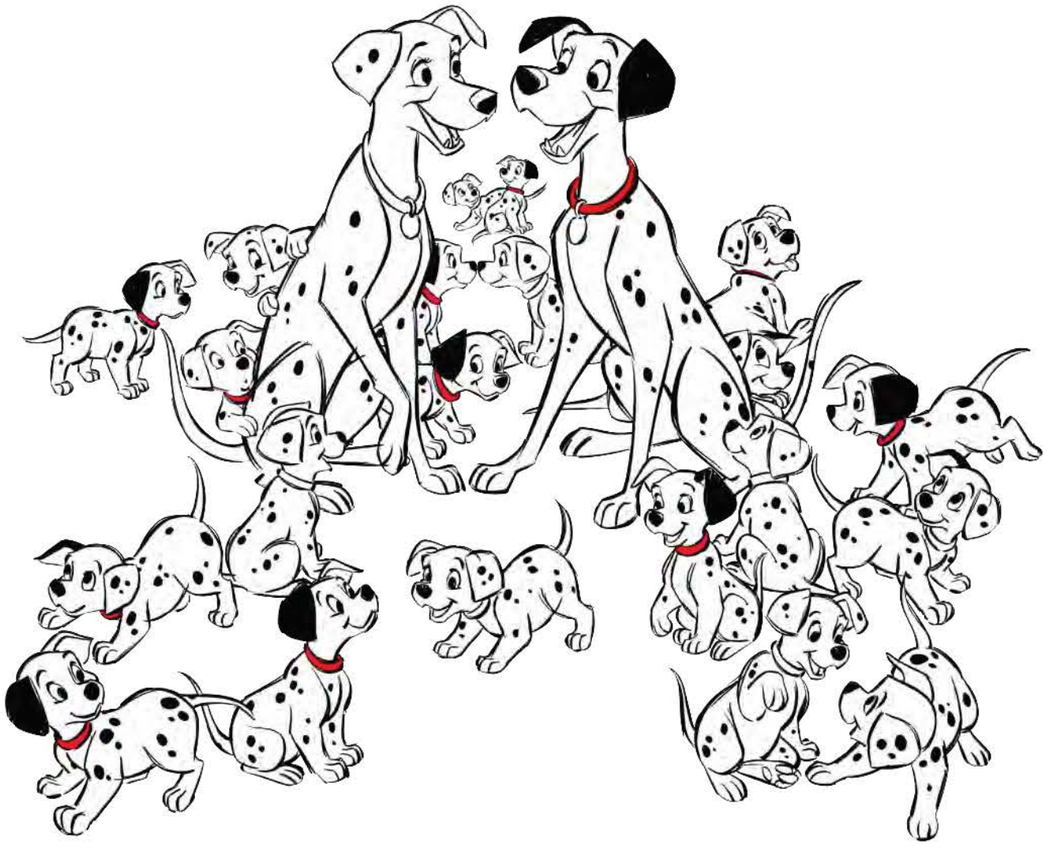

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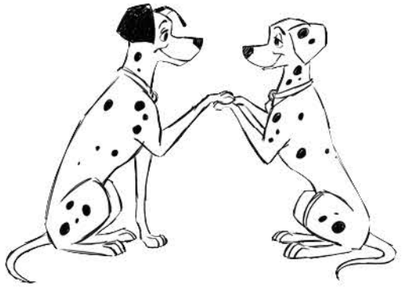

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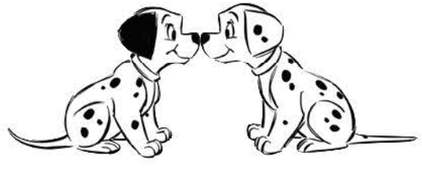

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CSEU526023.ai

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OBJECT SPOT ART

AVAILABLE IN THE DISNEY CLASSICS LEARNING ART POOL

006a_978DPWCCPB536.psd

006b_978DPWCCPB536.psd

006c_978DPWCCPB536.psd

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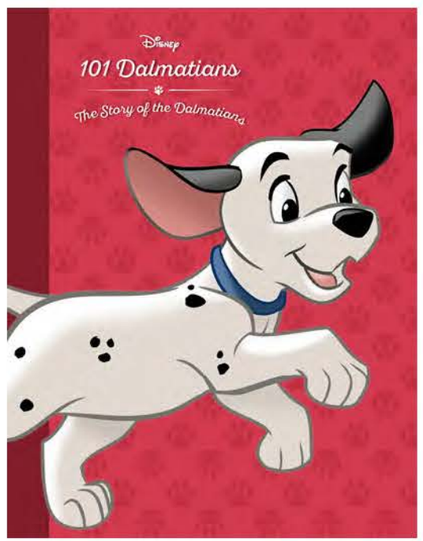
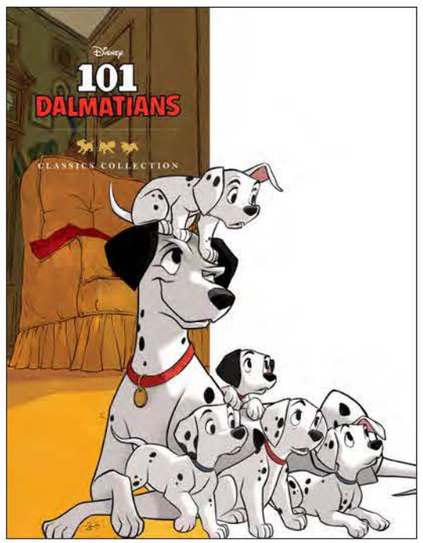
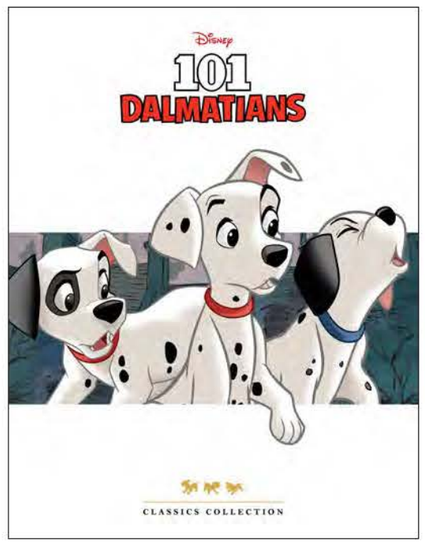
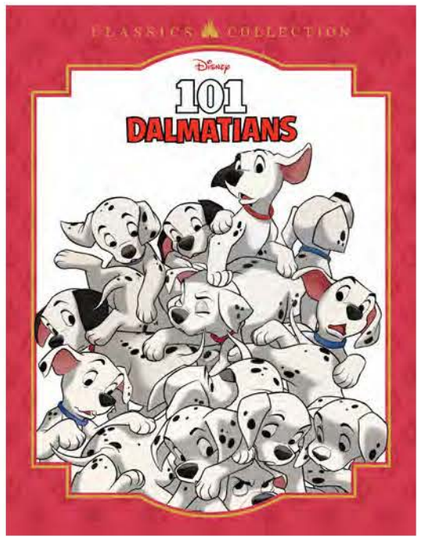
COVERS

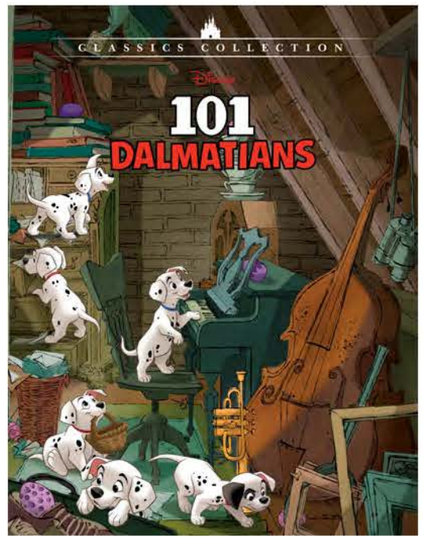
AVAILABLE IN THE DISNEY CLASSICS COVER POOL: 978DPWCCPB840











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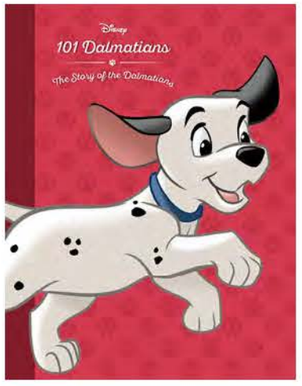
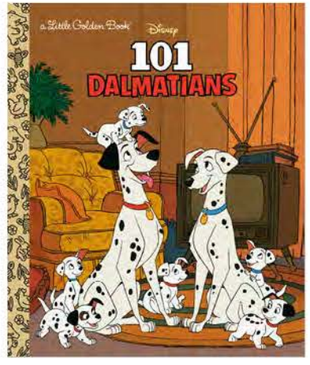
RETELLINGS



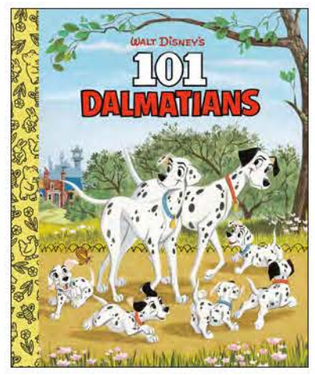
101 DALMATIANS CLASSIC STORYBOOK ART POOL

978DPWD1PB953
Ages 3–5
The 96-page classic storybook art pool for *101 Dalmatians*



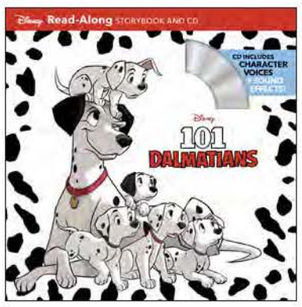
101 DALMATIANS (LITTLE GOLDEN BOOK)

9780736424202
Ages 3–5
The Little Golden Book retelling of *101 Dalmatians*



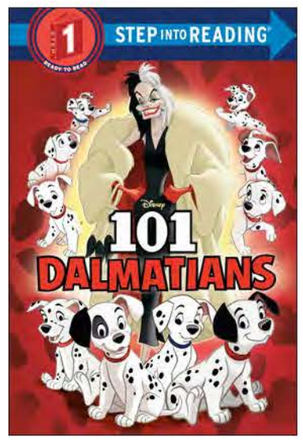
101 DALMATIANS (LITTLE GOLDEN BOARD BOOK)

9780736441339
Ages 3–5
The Little Golden Board Book retelling of *101 Dalmatians*



101 DALMATIANS READ-ALONG STORYBOOK AND CD

9781368051323
Ages 5–8
A read-along retelling of *101 Dalmatians* with character voices and sound effects



101 DALMATIANS (STEP INTO READING)

9780736431828
Ages 6–8
A leveled reader retelling of *101 Dalmatians*

ANIMATED CLASSICS: DISNEY *101 DALMATIANS*

978DPWD1PB679
Ages 6–8
A fresh retelling of the classic Disney film illustrated with vintage art

© Disney

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RETELLINGS

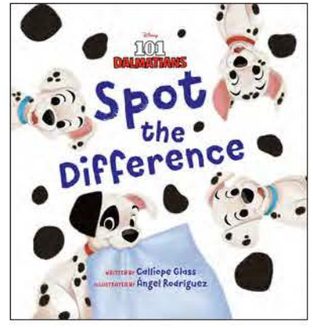
WORLD OF READING VILLAINS 3-IN-1 LISTEN-ALONG READER

9781484799222

Ages 3–5

A leveled reader featuring a retelling of *101 Dalmatians* from Cruella's perspective

EXTENSION STORIES



101 DALMATIANS: SPOT THE DIFFERENCE

9781368062275

Ages 3–5

An interactive picture book inspired by Disney's *101 Dalmatians*

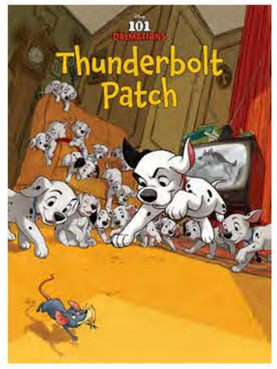
EXTENSION STORIES

THE GREAT EGG HUNT

978DPWD1PB025

Ages 6–8

An extension story featuring the Dalmatians during Easter

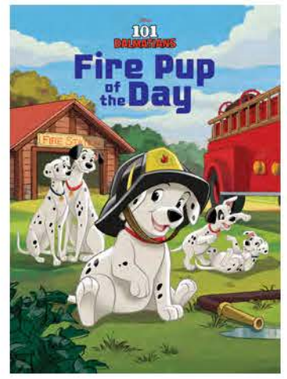


THUNDERBOLT PATCH

978DPWD1PB606

Ages 6–8

An extension story starring Patch



FIRE PUP OF THE DAY

978DPWD1PB062

Ages 6–8

An extension story starring Rolly

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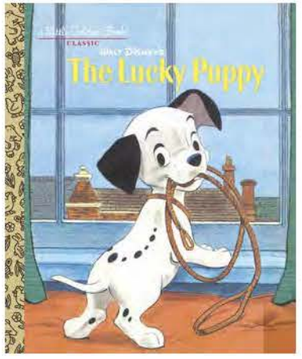
EXTENSION STORIES



THE LUCKY PUPPY (LITTLE GOLDEN BOOK)

9780736436861
Ages 3–5
A story following Lucky and his Dalmatian puppy siblings

CRUELLA DE VIL: COUP AT THE ZOO!

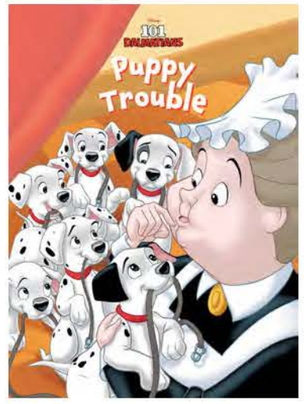
978DPWD1PB823
Ages 6–8
An extension story featuring Cruella De Vil

DETECTIVE LUCKY

978DPWD1PB885
Ages 3–5
An extension story about Lucky the Dalmatian puppy playing detective

THE PUPPIES' MESSY CHRISTMAS

978DPWD1PB880
Ages 3–5
An extension story starring the Dalmatians during Christmas



PUPPY TROUBLE

978DPWD1PB877
Ages 3–5
An extension story starring Lucky

SNOW PUPPIES

978DPWD1PB872
Ages 3–5
An extension story starring the Dalmatians during Christmas

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STORY INDEX

OLDER FORMATS

BEFORE THE STORY: *ANITA'S PUPPY TALE*
9781368062077
Ages 5–8
An illustrated chapter book that tells the origin story of Perdita the Dalmatian and her human, Anita

***BE CAREFUL WHAT YOU WISH FUR* (DISNEY CHILLS)**
9781368065412
Ages 8–12
A middle-grade novel in the Disney Chills series, featuring Cruella De Vil

***EVIL THING* (VILLAINS)**
9781368009034
Ages 12–18
The seventh book in the Villains series, featuring Cruella De Vil

***101 DALMATIANS* (A TWISTED TALE)**
978DPWD1NC761
Ages 12–18
A reimagining of the story of *101 Dalmatians* in the Twisted Tale series

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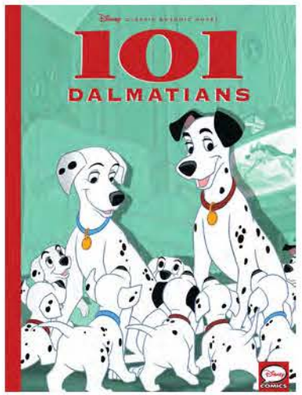
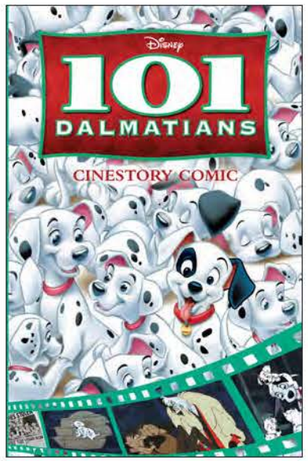
COMICS & GRAPHIC NOVELS



101 DALMATIANS GRAPHIC NOVEL

MAG0000323
Ages 6–12
A refreshed retelling of the film *101 Dalmatians* in comic format



101 DALMATIANS CINESTORY

9781926516097
All ages
The animated movie *101 Dalmatians* retold in the cinestory comic format

EVIL THING: A VILLAINS GRAPHIC NOVEL

9781368076104
Ages 12–18
A graphic novel adaptation of *Evil Thing*, starring Cruella De Vil

COLORING & ACTIVITY

101 DALMATIANS COLORING PAGE POOL

978MRVD1CA059
Ages 3–5
A refreshed coloring page pool for *101 Dalmatians*

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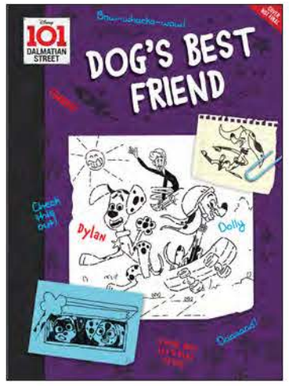
101 DALMATIAN STREET



A DOG'S BEST FRIEND

978DPWZXPB300

Ages 6–8

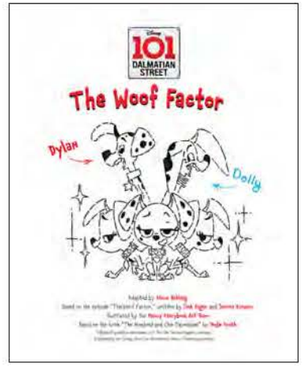
An extension story based on the "A Dog's Best Friend" episode

PERFECT MATCH

978DPWZXPB301

Ages 6–8

An extension story based on the "Perfect Match" episode

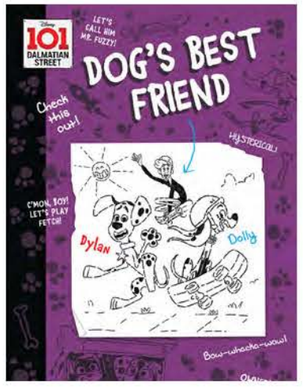


THE WOOF FACTOR

978DPWZXPB302

Ages 6–8

An extension story based on the "The Woof Factor" episode

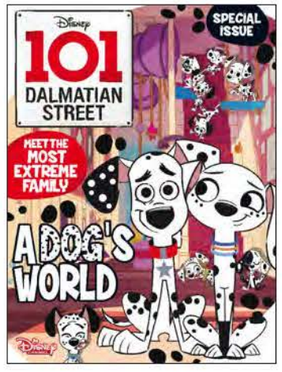


101 DALMATIAN STREET COVER POOL

978DPWZXCA205

Ages 6–8

Four original covers for the *101 Dalmatian Street* extension stories and compilation of three stories into a 96-page book

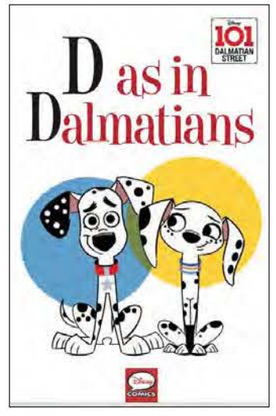


101 DALMATIAN STREET SPECIAL MAGAZINE

978MAG0000214

Ages 6–8

A magazine filled with fun stories and engaging activities based on *101 Dalmatian Street*



101 DALMATIAN STREET COMIC COLLECTION

DPWPL09406

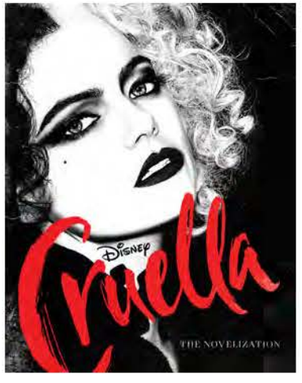
Ages 6–8

A collection of short, humorous original stories based on *101 Dalmatian Street*

© Disney

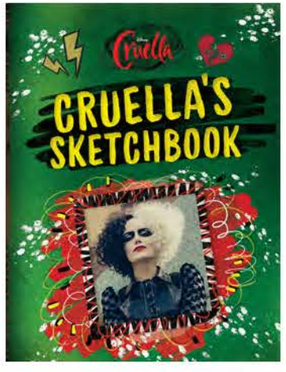
STORY INDEX

LIVE-ACTION *CRUELLA*



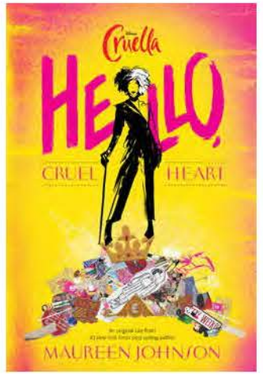
CRUELLA LIVE-ACTION NOVELIZATION

9781368057745
Ages 10–14
The official novelization of the live-action *Cruella*



CRUELLA'S SKETCHBOOK

9781368062336
Ages 12–18
A retelling of *Cruella* that includes fashion designs, photos, and Cruella's notes and confessions



HELLO, CRUEL HEART

9781368057769
Ages 12–18
An original YA novel featuring teen Cruella De Vil in 1960s London

DISNEY *CRUELLA*: THE MANGA: BLACK, WHITE, AND RED

9781974723478
Ages 12–18
A retelling of the film *Cruella* in manga format

© Disney

STORY INDEX

LIVE-ACTION *102 DALMATIANS*

102 DALMATIANS

978DPW1020001

Ages 6–12

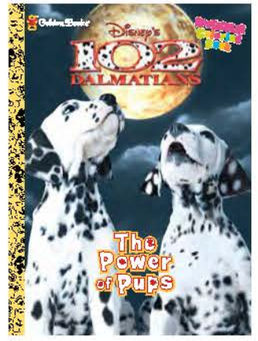
An illustrated retelling of the live-action film *102 Dalmatians*

CHRISTMAS TAILS

9780736413589

Ages 0–2

A Christmas-themed novelty board book featuring puppies from *102 Dalmatians*



THE POWER OF PUPS

9780307337641

Ages 6–12

A coloring and activity book starring the puppies from *102 Dalmatians*

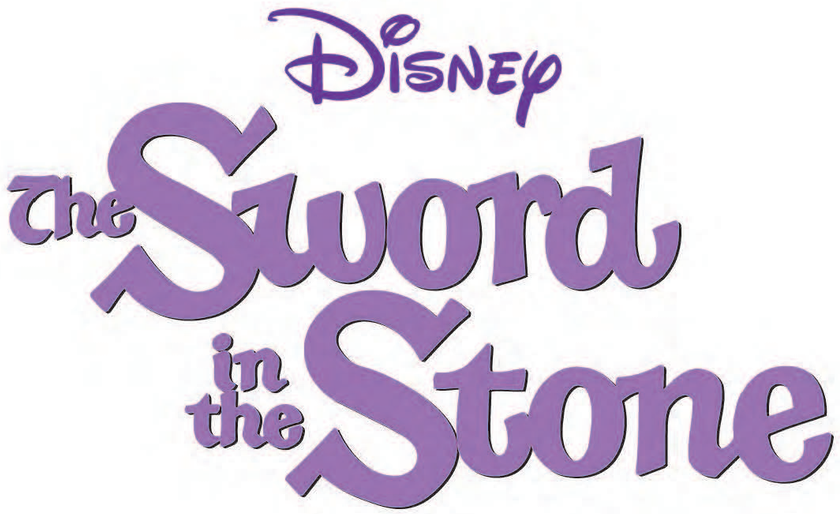
© Disney

FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d63680030323?type=collections

© Disney



THE SWORD IN THE STONE (1963)

Next anniversary: Sixtieth in 2023

Set in an ancient, fantastical version of England, a young boy named Wart trains under the wizard Merlin, not knowing that one day he will pull out the mythical Sword in the Stone and become the legendary King Arthur.

© Disney

PLOT SYNOPSIS

After the king's death, England has entered a dark age. The next king will be determined by who can remove the Sword in the Stone, but no one has succeeded yet, and the sword is forgotten. Years later, a boy named Arthur (nicknamed Wart) crashes into the home of the wizard Merlin and his owl, Archimedes. Wart is training to become a squire, but Merlin foresees greatness in him and decides to tutor him in academics. Together, they return to the estate of Sir Ector, Wart's foster father.

News arrives that a tournament will determine the next king of England. Ector declares that his son Kay will enter, and Wart will serve as Kay's squire. Meanwhile, Merlin begins Wart's lessons, transforming himself and Wart into fish and then squirrels. They run into dangerous predators along the way, but Wart learns how the world works and that using one's mind can win the day.

When Ector discovers that Merlin has cast a spell to complete Wart's chores, he angrily removes Wart as Kay's squire. Wart is devastated, but seeing the good in Merlin and his teachings, he continues his lessons. Next, he transforms into a sparrow, and Archimedes teaches him to fly. They are chased by a hawk and escape into the witch Madam Mim's house. Mim tries to capture Wart, but Merlin intervenes, and they duel each other, transforming into different animals as they battle. Merlin ultimately wins by turning into a germ and infecting Mim with an illness, leaving her bedridden.

Kay's new squire also falls ill, and Ector assigns Wart the role once more. Merlin is upset that Wart still wants to be a mere squire rather than something more and departs, leaving teary-eyed Wart and Archimedes behind. The group attends the tournament, and just before Kay's joust, Wart goes to fetch his sword. He can't get into the inn, so he grabs a nearby sword wedged into a stone. When he returns to the tournament, Ector recognizes the sword, and the tournament is halted. The disbelieving citizens place the sword back in the stone; other knights try to remove it but are unsuccessful. Wart removes the sword again, proving he is the rightful king. The people bow and shout, "Hail King Arthur! Long live the king!"

Once crowned, Arthur worries he isn't prepared to rule and wishes that Merlin could help him. The wizard returns just in time to advise Arthur, happy to see the role his student has attained. He hints that Arthur will create the "knights of the round table" and become a legend for centuries to come.

© Disney

GUARDRAILS

WORLD RULES

- Animals who are not shown speaking within the film, like Ector's dogs, cannot talk to humans. This does not include animals who do speak, like Archimedes the owl, and humans who transform into animals, like Merlin, Wart, and Madam Mim.
- Magic, time travel, and other fantasy elements do exist in this world, as seen via Merlin and Madam Mim's abilities, and Archimedes's ability to speak. This can be explored in extension stories; however, make sure to clear ideas with the DPW Classics franchise lead.

LEGAL AND COPYRIGHT

- Final-frame usage is not available for certain publishing categories, such as calendars. Please check with the DPW Classics franchise lead on a case-by-case basis.

HOLIDAYS AND SEASONAL USAGE

- Characters from *The Sword in the Stone* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	NO	NO	NO	YES	NONE

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** show Wart as a kind, good-hearted, and hardworking protagonist who gains confidence and proves himself a worthy hero.
- **Do** highlight the strong mentor-student relationships between Wart, Merlin, and Archimedes.
- **Do** feature themes of believing in yourself, striving for your dreams, and valuing both brains and brawn as useful skills.

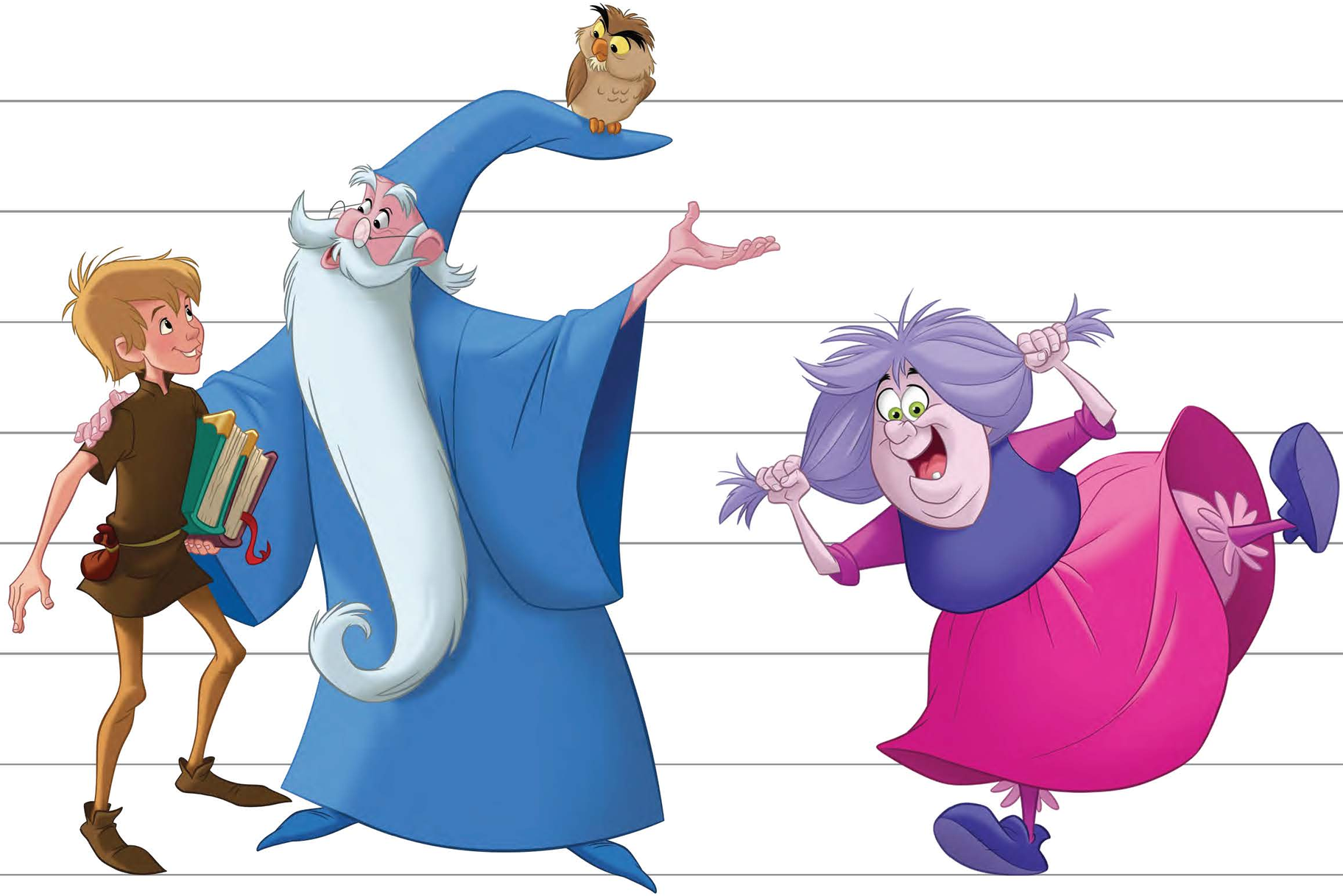
DON'TS

- **Don't** lean into language about brains always being better than physical strength, and don't include Merlin's insults about "muscle" and "brawn" outside of retellings.
- **Don't** focus on mature sexual themes and innuendos, particularly in the squirrel transformation sequence, Merlin's comment about women with red hair, and Mim's brief transformation into a more curvaceous woman.
- **Don't** include any references to "black magic."

© Disney

CHARACTER SIZE CHART

ARCHIMEDES



WART

MERLIN

MADAM MIM

© Disney

CHARACTER BIOS

WART (REAL NAME ARTHUR)

Wart is an eager young boy unknowingly destined for greatness. He lives with his foster father, Ector, and foster brother, Kay, training to become a squire one day. After meeting Merlin, he becomes a voracious student of history and science and discovers a world of possibility beyond the one he knows. While he's clumsy and awkward, he longs to prove himself, and with Merlin's help, he learns to use quick thinking to get out of sticky situations. Wart always sees the good in people, standing up for Merlin when Ector grows angry with the wizard; however, he lacks confidence, thinking he won't amount to more than a squire (much to Merlin's chagrin). But his hard work and good-hearted nature lead to the ultimate reward when he pulls out the Sword in the Stone, revealing him as England's true king. With Merlin and Archimedes at his side, he gains the confidence to rule and become a future legend.

QUOTES

- "Just because you can't understand something, it doesn't mean it's wrong!"
- "Knowledge and wisdom is the real power."
- "I've always dreamed about flying; that I was a bird and that I could go sailing all over the sky, high above everything. . . ."
- "I can't be a king, Archimedes. I don't know anything about ruling a country."

© Disney

CHARACTER BIOS

MERLIN

Merlin is a seemingly bumbling but wise wizard who becomes Wart's trusted tutor, believing that education of the mind is important to growth. He possesses many magical abilities, including bringing household objects to life, summoning and shrinking things, and transforming people (including himself) into animals. He can also tell and travel to the future—he foresees Wart's arrival and eventual rise to greatness, and he often references not-yet-invented creations like electricity and cinema. But despite all this, he teaches Wart that magic and strength alone won't solve every problem, and learning and logical thinking are also valuable skills. Merlin is doting, kind, and protective, ensuring Wart does not get hurt during their many adventures and even dueling the powerful Madam Mim. He does occasionally lose his temper, and he even flees when he is disappointed in Wart. But he is ultimately a caring mentor, returning to the newly crowned Wart's side when he needs him the most.

QUOTES

- "All I know is that someone will be coming, someone very important. . . . Fate will direct him to me, so that I, in turn, may guide him to his rightful place in the world."
- "I have the power to see into the future! Centuries into the future! I've even been there, lad."
- "Don't you get any foolish ideas that magic will solve all your problems, because it won't."
- "Don't take gravity too lightly or it'll catch up with you."
- "Boy, boy, boy—you'll become a great legend. They'll be writing books about you for centuries to come. Why, they might even make a motion picture about you."

© Disney

CHARACTER BIOS

ARCHIMEDES

Archimedes is a highly intelligent talking owl and Merlin's companion. He can be irritable and easily annoyed, and he isn't afraid to point out Merlin and Wart's flaws. However, after spending more time with Wart, he comes to care for the boy and takes him under his wing, believing he can explain some concepts better than Merlin can. He teaches Wart how to read and write, as well as how to fly. Ultimately, Archimedes becomes a loyal and protective friend to Wart, even staying by his side when Merlin flees for Bermuda.

QUOTES

- "Oh, pinfeathers!"
- "Now, boy, flying is not merely some crude mechanical process. It is a delicate art. Purely aesthetic! Poetry of motion! And the best way to learn it is to do it."
- "Who knows? Who knows anything?"

© Disney

CHARACTER BIOS

MADAM MIM

Madam Mim is an old witch who lives in the forest and is just as powerful as Merlin, if not more so. Like Merlin, she can perform feats such as transforming into all sorts of creatures; however, unlike him, she uses her abilities for nefarious means. Though little is known of her past, she implies that she and Merlin are old rivals, and as such, she is not too happy to meet Merlin's student Wart and quickly tries to do him harm. Merlin attempts to engage her in a fair wizards' duel, but Mim is crafty and dishonorable, and she bends the rules immediately. However, despite her early confidence, Merlin outsmarts her by infecting her with an illness. She ends up sick and bedridden, bemoaning her defeat.

QUOTES

- "Oh, Merlin—the world's most powerful bungler! Why, boy, I've got more magic in one little finger!"
- "Now don't tell me you've never heard of the marvelous Madam Mim?"
- "Why, boy, I'm the greatest! I'm truly marvelous! With only a touch, I have the power, zim-zam-rim-vim, to wither a flower! I find delight in the gruesome and grim!"
- "I'm the magnificent, marvelous, Mad Madam Mim!

NOTE

Madam Mim is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

© Disney

CHARACTER BIOS

SIR ECTOR

Sir Ector is a former knight of the late king and Wart's foster father, having found the boy abandoned as a baby. He treats Wart like a servant, tasking him with endless chores, and dotes on his older son, Kay, whom he hopes will become a knight one day. He is wary of magic and frightened by things he doesn't understand, though he allows Merlin to tutor Wart. After Wart is revealed as the rightful king, Ector regrets his harsh treatment of the boy and begs for his forgiveness, which Wart kindly grants.

KAY

Kay (later Sir Kay), is Sir Ector's son and Wart's foster brother. He trains to become a knight like his father, but he often acts oafish, lazy, and self-centered. Though Wart serves as his aide and eventually his squire, Kay is rude to and dismissive of him. Eventually, Kay achieves knighthood and enters the tournament to become king of England; he even attempts to pull out the Sword in the Stone himself but fails. When he learns that Wart is the rightful king, he bows to him and appears to show guilt for his past actions.

TIGER AND TALBOT

These two hound are owned by Wart's adoptive family. They are very affectionate with Wart.

© Disney

DESIGN ASSETS AND CHARACTER SPOT ART

VINTAGE MOVIE POSTERS

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AVAILABLE IN THE DISNEY ANIMALS SPOT ART POOL

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AVAILABLE IN THE DISNEY VILLAINS SPOT ART POOL

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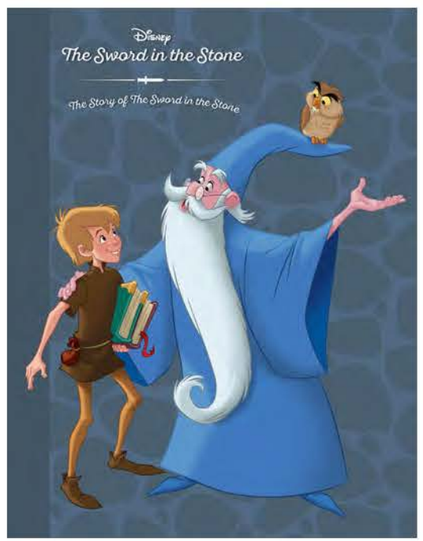
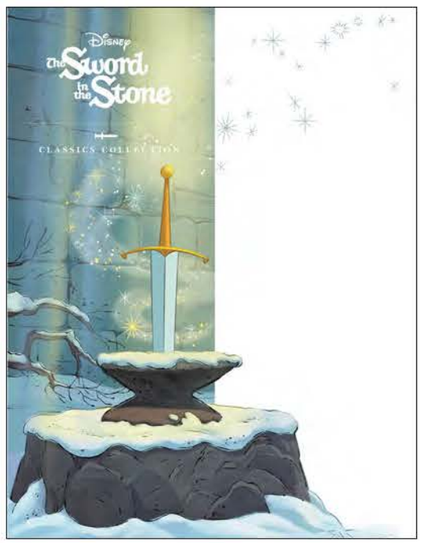
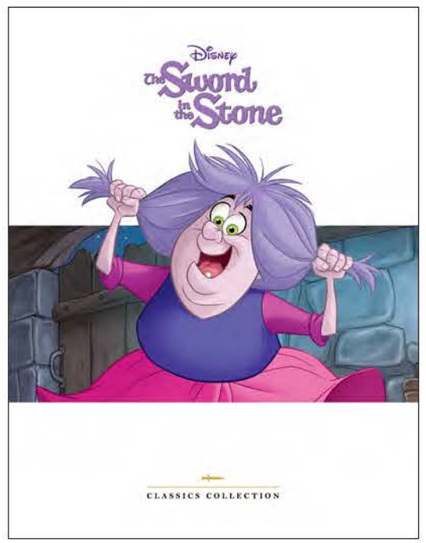
© Disney

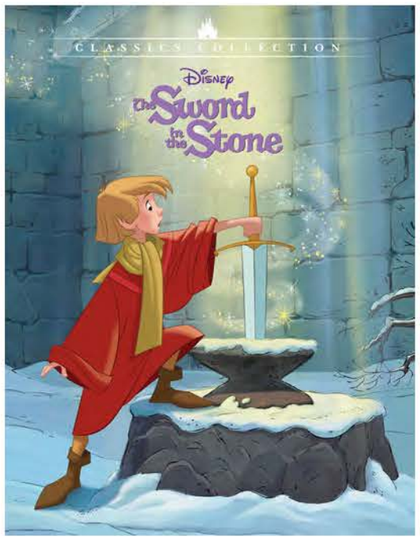
COVERS

AVAILABLE IN THE DISNEY CLASSICS COVER POOL: 978DPWCCPB840









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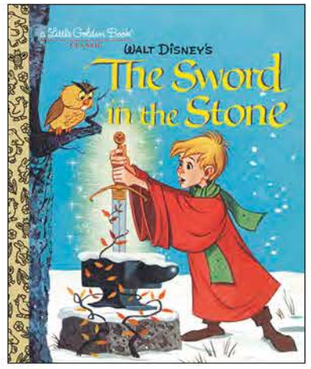
STORY INDEX

RETELLINGS

THE SWORD IN THE STONE CLASSIC STORYBOOK ART POOL

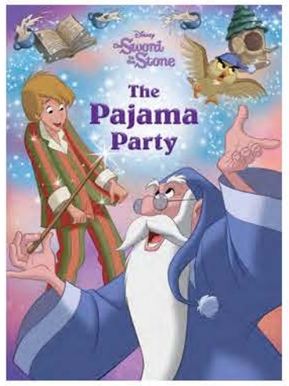
978DPWRDPB252
Ages 3–5
The 96-page classic storybook art pool for *The Sword in the Stone*



THE SWORD IN THE STONE (LITTLE GOLDEN BOOK)

9780736433747
Ages 3–5
The Little Golden Book retelling of *The Sword in the Stone*

EXTENSION STORIES



THE PAJAMA PARTY

978DPWRDPB699
Ages 6–8
An extension story about Wart and Merlin throwing a magical pajama party

OLDER FORMATS

COMING SOON!

THE SWORD IN THE STONE (A TWISTED TALE)

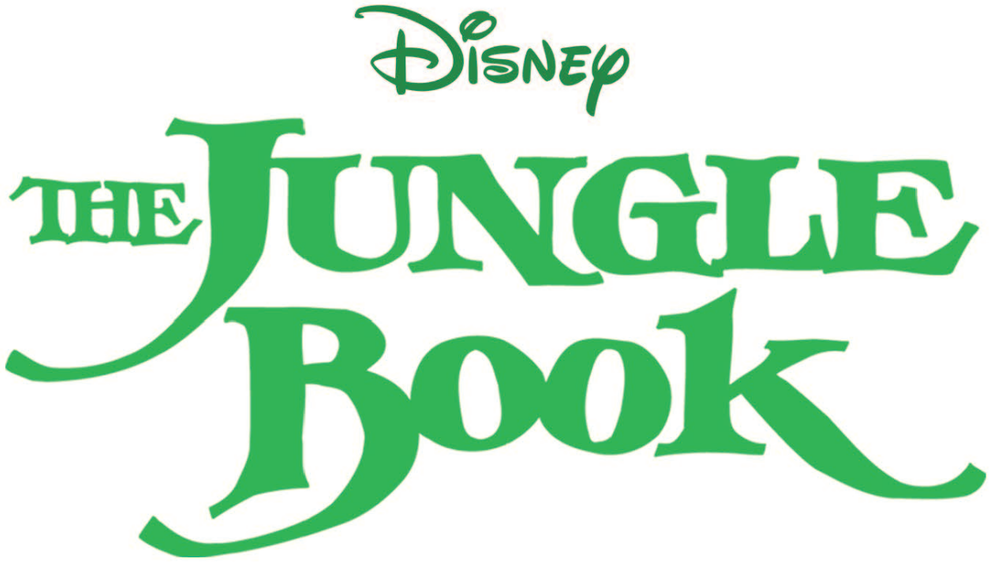
978DPWRDNC759
Ages 12–18
A reimagining of the story of *The Sword in the Stone* in the Twisted Tale series

COMICS & GRAPHIC NOVELS

THE SWORD IN THE STONE GRAPHIC NOVEL

DPWSSEGN01
Ages 6–12
A retelling of the film *The Sword in the Stone* in comic format

© Disney



THE JUNGLE BOOK (1967)

Next anniversary: Fifty-fifth in 2022, sixtieth in 2027

Set in the jungles of India, a human boy named Mowgli who has grown up in the animal world must return to the human world to escape the dangerous tiger Shere Khan, with help from his friends Bagheera the panther and Baloo the bear.

© Disney

PLOT SYNOPSIS

In the jungles of India, Bagheera the panther rescues a baby boy and rehomes him with a wolf pack. Ten years later, Mowgli is living a happy life—but when the tiger Shere Khan comes to the area to hunt the "Man-cub," the animals decide Mowgli must leave the jungle and return to safety among other humans. Bagheera volunteers to escort Mowgli to the Man-village, but during encounters with the hypnotic python Kaa and a group of elephants called the Dawn Patrol, it becomes clear that Mowgli does not want to go.

Bagheera and Mowgli run into Baloo, a friendly, laid-back bear. Baloo immediately takes to Mowgli and teaches him about the "bare necessities" of life, despite protests from Bagheera. Suddenly, some monkeys kidnap Mowgli and bring him before King Louie the orangutan. Louie offers Mowgli a place in the jungle in exchange for the secret of how to make fire. But Baloo and Bagheera rescue Mowgli, and the trio escapes.

Bagheera finally convinces Baloo that Mowgli must leave the jungle for his own safety, and Baloo tells the boy they will go to the Man-village the next morning. Feeling betrayed, Mowgli runs off into the jungle. Bagheera requests the Dawn Patrol's help in finding Mowgli, but Shere Khan, hunting nearby, overhears their plans.

Kaa captures Mowgli and lulls him to sleep. Shere Khan comes upon them, and while Kaa is distracted, Mowgli escapes. As Mowgli talks to a group of vultures, Shere Khan appears, but Mowgli declares he isn't scared and won't run away. Just as Shere Khan attacks Mowgli, Baloo arrives to defend him. While the two animals fight, lightning strikes a tree, creating fire—the only thing Shere Khan fears. Mowgli ties a fiery branch to Shere Khan's tail, and the tiger runs away, terrified. Baloo collapses.

The devastated Mowgli and Bagheera run to Baloo's side, but Baloo wakes up, and the friends happily reunite. Together, they continue to the Man-village, where Mowgli spots a human girl singing and fetching water. Fascinated, Mowgli chooses to follow her into the village, after one final look at his friends. Even though they'll miss Mowgli, Baloo and Bagheera return to the jungle together, singing and dancing.

© Disney

GUARDRAILS

DESIGN GUARDRAIL

- Ensure usage of the most updated art to reflect Mowgli's proper skin tone.

WORLD RULES

- All of the animals in this world can talk and understand one another. However, Mowgli is the only human character who interacts with and understands the animals.

OTHER FILM AND TV APPEARANCES

- Assets for the live-action *The Jungle Book* should not be mixed with assets for this film.
- These characters and their world appear again in the film *The Jungle Book 2*. However, before creating stories that cross to other properties or using non-*The Jungle Book*-affiliated assets, please clear with the DPW Classics franchise lead; they will review on a case-by-case basis.
- Some characters make further appearances in the TV shows *Jungle Cubs* and *TaleSpin*. Assets for these shows should not be mixed with each other or with those for *The Jungle Book*, and any new storytelling should follow each show's respective world rules.

LEGAL RESTRICTIONS

- Storytelling should be based up Disney's *The Jungle Book* film only and not Rudyard Kipling's works.
- Publishing may use the character of King Louie, but not the name of his voice actor, Louis Prima.

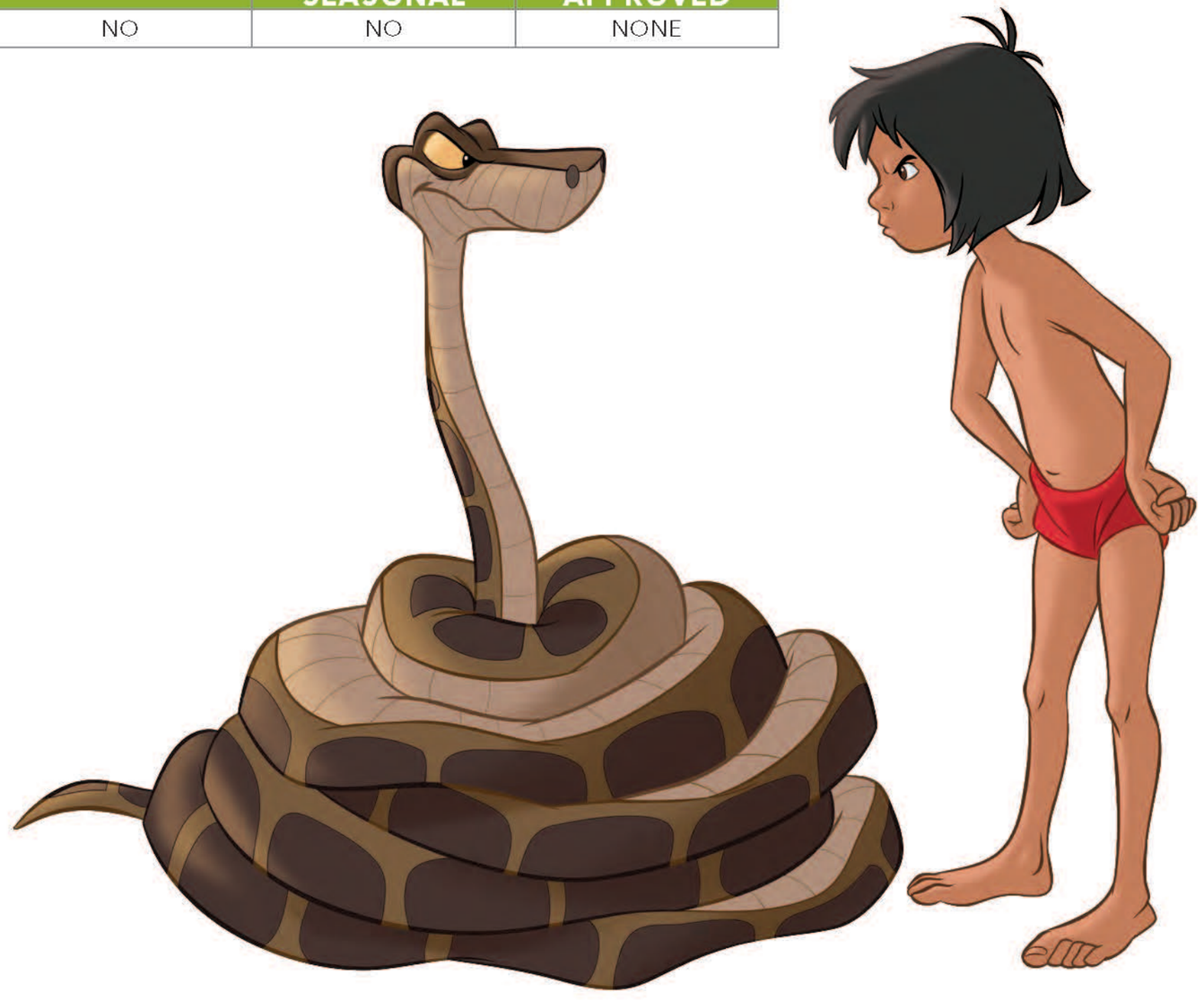
© Disney

GUARDRAILS

HOLIDAYS AND SEASONAL USAGE

- Characters from *The Jungle Book* are not approved for usage in holiday or seasonal-themed storytelling.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
NO	NO	NO	NO	NO	NONE



© Disney

EDITORIAL GUIDELINES

DOS

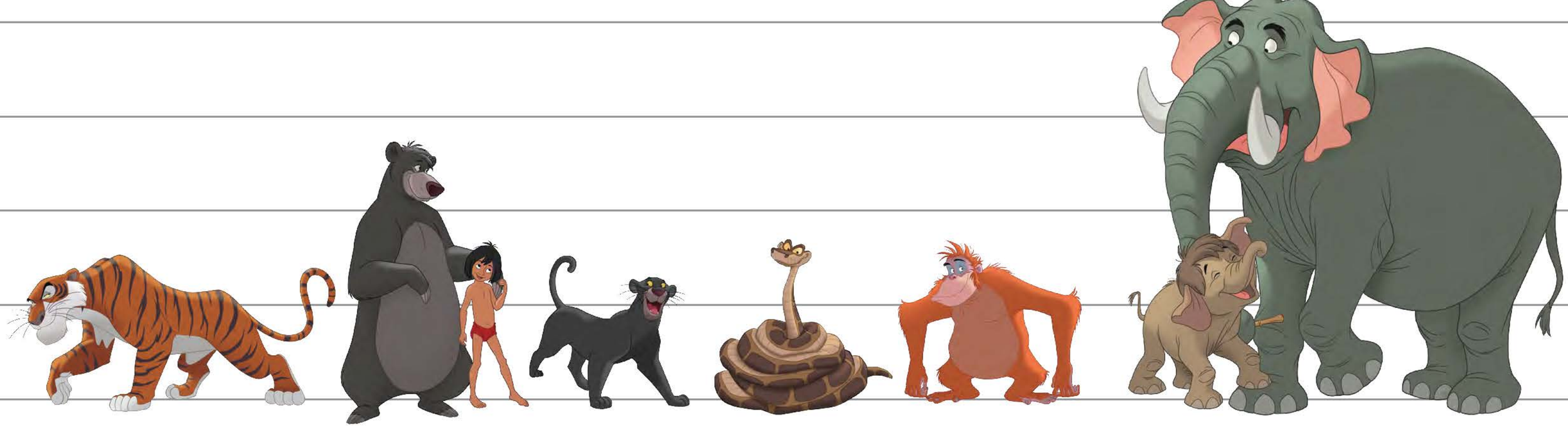
- **Do** highlight the strong bonds between Mowgli, Baloo, and Bagheera.
- **Do** focus on themes of friendship, finding where you belong, survival, and the beauty and power of nature.

DONT'S

- **Don't** focus on scenes of child endangerment outside of a direct retelling context.
- **Don't** show Colonel Hathi's anger at the prospect of a female leading the herd.
- **Don't** portray Mowgli and the human girl's relationship as flirtatious.
- **Exercise caution** when referencing scenes that include the sentiment of staying with one's "own kind."
- **Exercise caution** in the portrayal of the monkey and primate characters, including King Louie, to avoid Black coding and leaning into harmful cultural depictions.

© Disney

CHARACTER SIZE CHART



© Disney

CHARACTER BIOS

MOWGLI

A human boy (or "Man-cub") found alone in the jungle as a baby, Mowgli has grown up under the care of a wolf pack. He longs to remain in the only home he has ever known. Though he looks up to Bagheera, he often chafes at the panther's seemingly strict authority. However, he is very naive and innocent, not understanding how dangerous the jungle truly is for a human. Fun-loving and mischievous, he finds a like-minded friend in Baloo, who lovingly calls him Little Britches. He learns to be brave and stand up for himself when he meets the vicious Shere Khan. Ultimately, when he arrives in the Man-village, he is fascinated by a human girl and decides to rejoin the human world.

QUOTES

- "I'm not afraid. I can look after myself."
- "Yeah, man. I like being a bear."
- "You don't scare me. I won't run from anyone."
- "Take that, you big bully!"

© Disney

CHARACTER BIOS

BAGHEERA

Bagheera is a black panther and a wise, practical guardian to Mowgli. He discovered Mowgli as a baby and rehomed him with a family of wolves; he has watched over Mowgli from afar ever since and wants what is best for him. Bagheera often grows frustrated with Mowgli's wild actions, but he will still do anything to protect him. Though he often disagrees with Baloo ideologically—and Baloo teasingly calls him "Baggy"—the two are united in their love for Mowgli, and they work together to get him to the Man-village, ultimately becoming friends.

QUOTES

- "You're going if I have to drag you every step of the way!"
- "He's in trouble! I shouldn't have left him alone."
- "Then think what's best for Mowgli and not yourself."
- "Great love hath no one than he who lays his life down for his friend."

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CHARACTER BIOS

BALOO

Baloo is a gentle, easygoing bear who likes to have fun and knows all the ins and outs of living in the jungle. He immediately takes to Mowgli and loves the boy like a son; Mowgli even calls Baloo Papa Bear. Baloo initially wants what's best for himself–letting Mowgli stay in the jungle so they can be together, like a family–but he ultimately realizes that he must do what is best for the boy. He will do anything to protect Mowgli, including risking his own life to fight Shere Khan. Though Baloo and Bagheera often argue and have very different life views, they ultimately become friends.

QUOTES

- "Well, now, that's pretty big talk, Little Britches."
- "You're all right, kid."
- "Oh, man. This is really livin'!"
- "You know, it ain't easy learnin' to be like me."

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CHARACTER BIOS

KAA

Kaa is a sly, devious python who uses his soft, soothing voice and hypnotic eyes to lull his prey to sleep, though he isn't always successful. Twice he attempts to capture and eat Mowgli, though he is foiled both times. His long, twisty body often gets in his way; he frequently gets tangled and knotted when he is hunting. Most of the animals fear Kaa, with the exception of Shere Khan, who uses him as his "ears and eyes" in the jungle.

QUOTES

- "Sssay now, what have we here? It's a Man-cub. A delicious Man-cub."
- "Oh, I have my own subtle little ways. But first, you must trust me."
- "Oh, this is going to slow down my slithering."

NOTE

Kaa is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

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CHARACTER BIOS

SHERE KHAN

Shere Khan is a powerful, clever tiger and the most feared creature in the jungle. He serves as the impetus for Mowgli to return to the Man-village, as he hates humankind and has vowed to kill any human who sets foot in the jungle. At first, he often appears composed and dignified, except when he is on the hunt, transforming into a vicious, bloodthirsty predator. He has a civil relationship with Kaa and uses the snake to get information. Though his appearance makes him quite imposing, he has one fear—fire—which Mowgli uses to scare him away toward the film's end.

QUOTES

- "What a pity."
- "Good show."
- "Then you should also know that everyone runs from Shere Khan."

NOTE

Shere Khan is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

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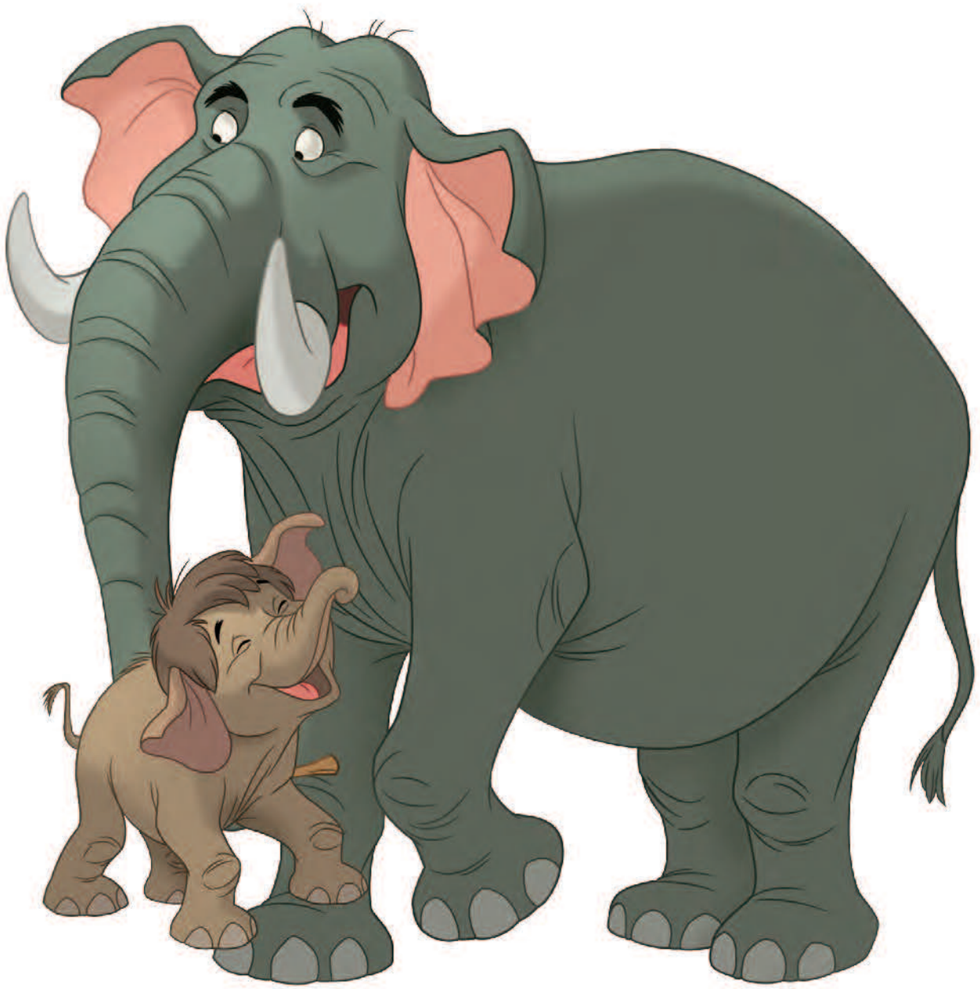
CHARACTER BIOS



COLONEL HATHI

Colonel Hathi is the leader of the Dawn Patrol, a group of elephants that protects the jungle. He can be overbearing and pompous, believing that the patrol must adhere to strict protocols, like marching in a single-file line. Though he can be self-important and bossy, he cares for his wife and son, whom he calls Junior, and ultimately listens to their pleas to help Bagheera search for Mowgli.

QUOTES

- "Company, sound off!"
- "Forward march!"
- "Remember . . . an elephant never forgets."

THE BABY ELEPHANT (CALLED JUNIOR BY HIS PARENTS)

The baby elephant is Colonel Hathi's son and the youngest member of the Dawn Patrol. He brings up the rear of the brigade but is quite knowledgeable about how the patrol works. He is friendly and welcoming to Mowgli when the boy wants to join the patrol, too, and ultimately his pleas for his new friend are what convince Hathi to join the search for Mowgli toward the film's end.

QUOTES

- "Just do what I do, but don't talk in ranks. It's against regulations."
- "Pop, the Man-cub and I are friends. He'll get hurt if we don't find him."

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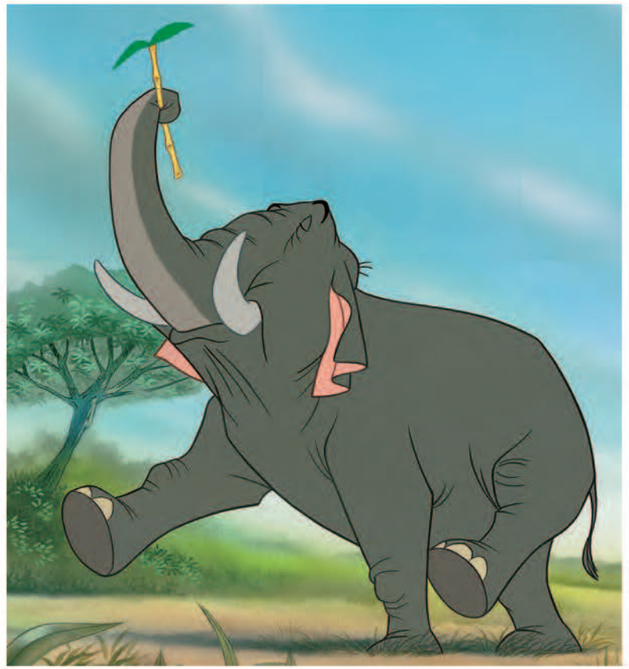
CHARACTER BIOS



WINIFRED

Winifred, a female elephant, is the wife of Colonel Hathi and mother of their baby elephant. Sarcastic and strong-willed, Winifred often reminds Hathi to be less arrogant and bossy. She also cares deeply for her family and encourages her husband to help Mowgli, seeing the human boy as similar to her own son.

QUOTES

- "Now just a minute, you pompous old windbag!"
- "That little boy is no different than our own son. Now you help find him or I'm taking over command!"

KING LOUIE

Louie is a boisterous, curious, and music-loving orangutan who longs to become more like a human. He leads a big group of monkeys who live in the jungle and loves to sing and dance. He wishes to learn the secret of "man's red flower" (fire), and he tries to ply this information from Mowgli by making a deal. However, he never threatens Mowgli and is overall a fun, lively presence in the jungle.

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CHARACTER BIOS

ZIGGY, BUZZIE, FLAPS, AND DIZZY

These four bored, fun-seeking vultures stumble upon Mowgli. With a tendency to poke fun at each other and others, they tease Mowgli when they first meet him, but quickly change their tune when they see he is genuinely upset. They prove to be kind, loyal friends who help him fight off Shere Khan.

THE GIRL

The girl is the only other human to appear in the film. Around Mowgli's age, she lives in the Man-village on the outskirts of the jungle and likes to sing while doing her chores, such as gathering the water for her family. She shows kindness to Mowgli, ultimately convincing him to follow her into the village.

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DESIGN ASSETS

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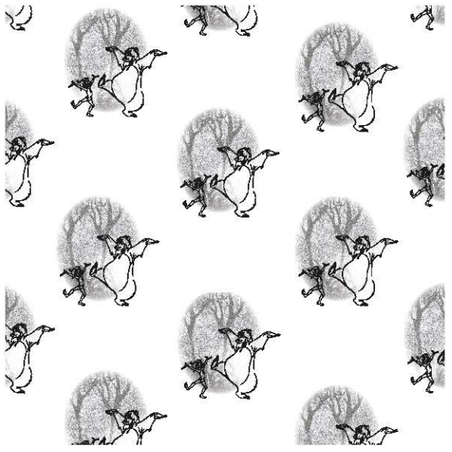

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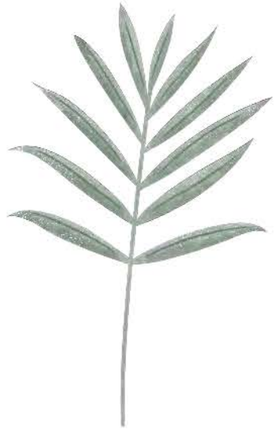

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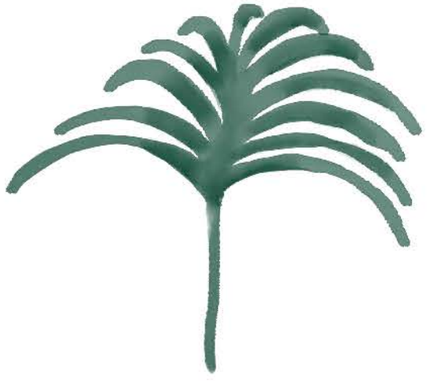

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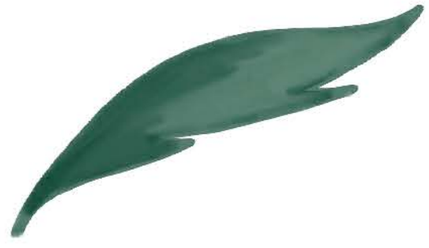

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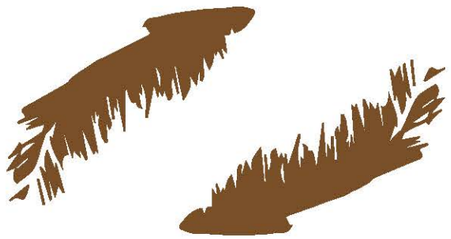

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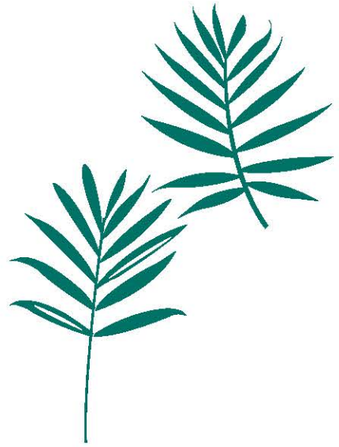

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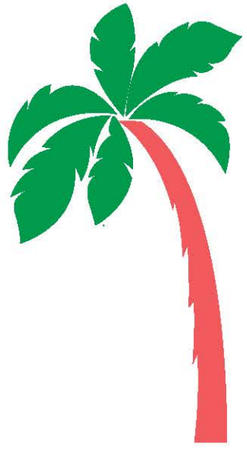

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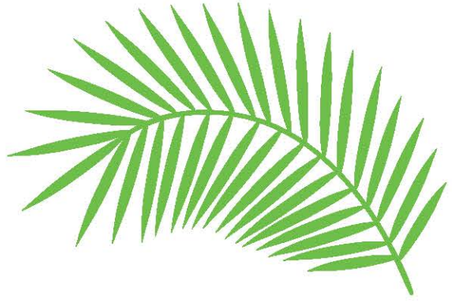

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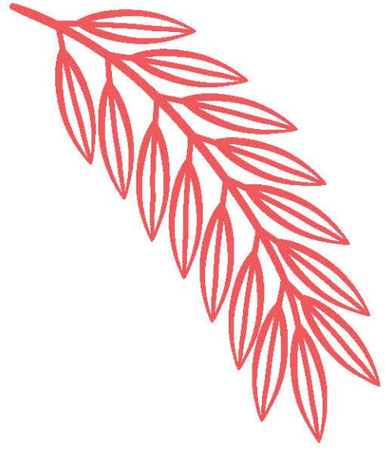

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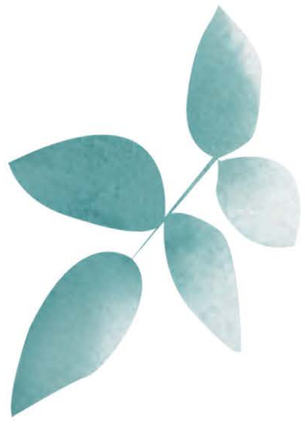

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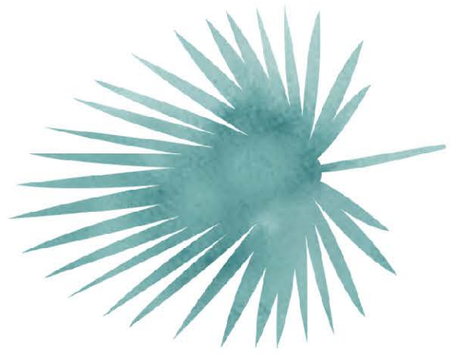

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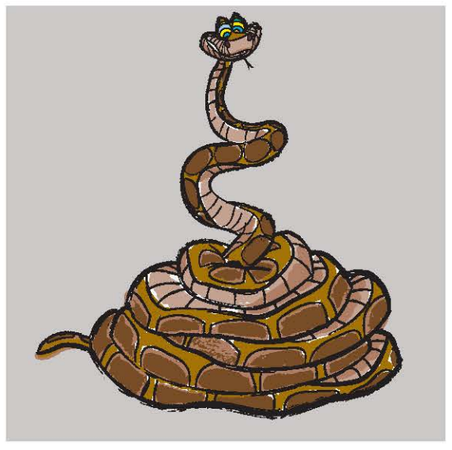

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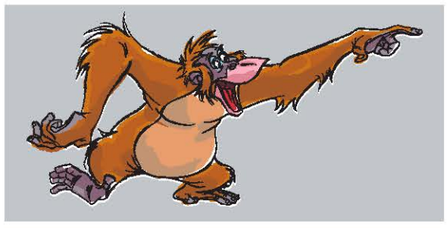

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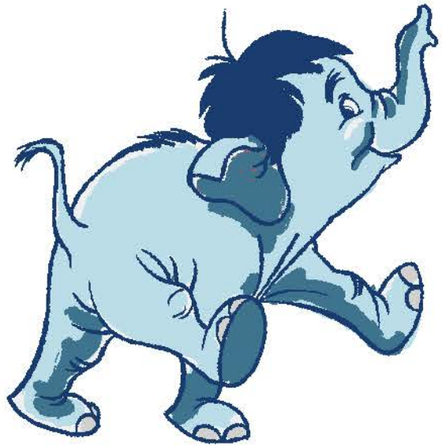

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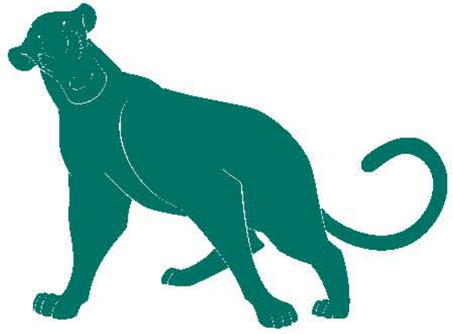

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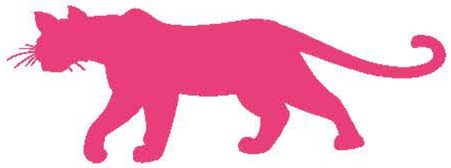

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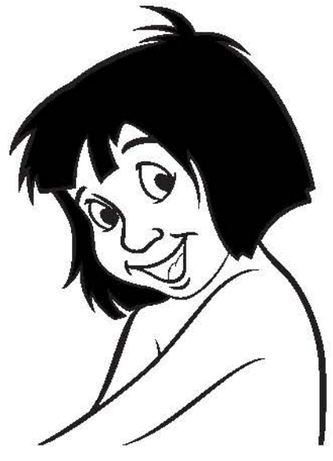

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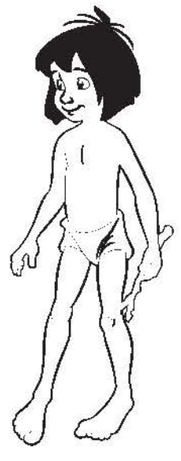

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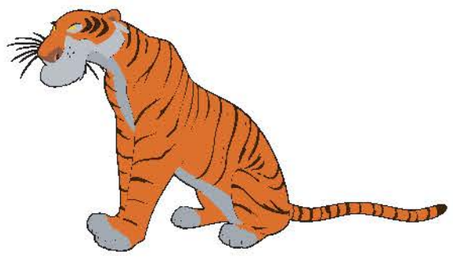

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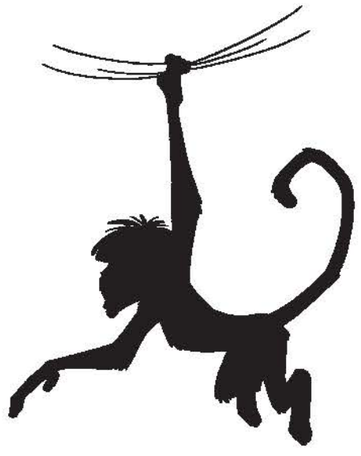

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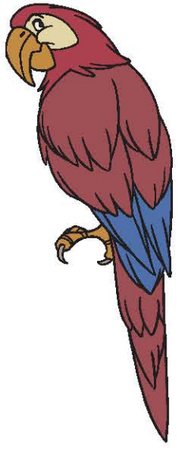

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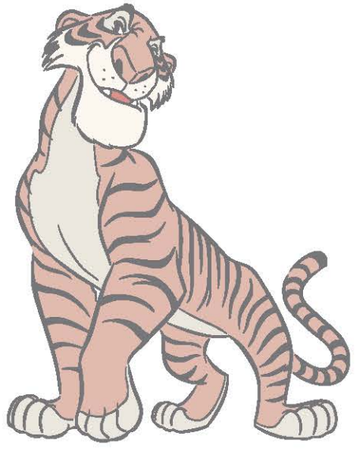

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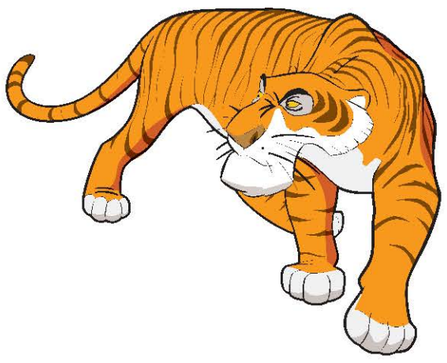

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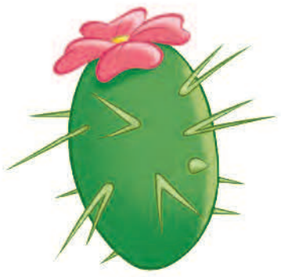

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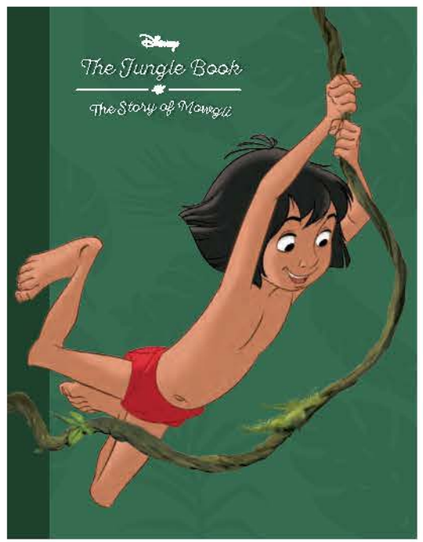

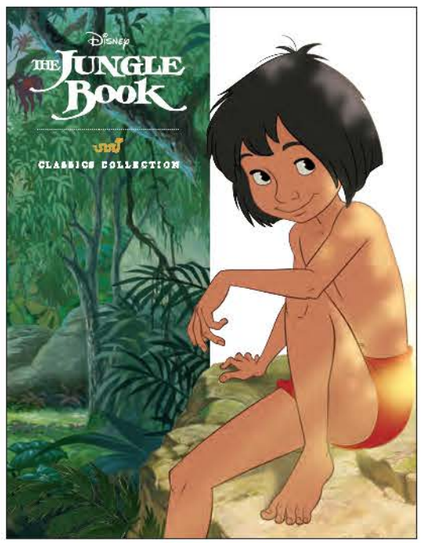

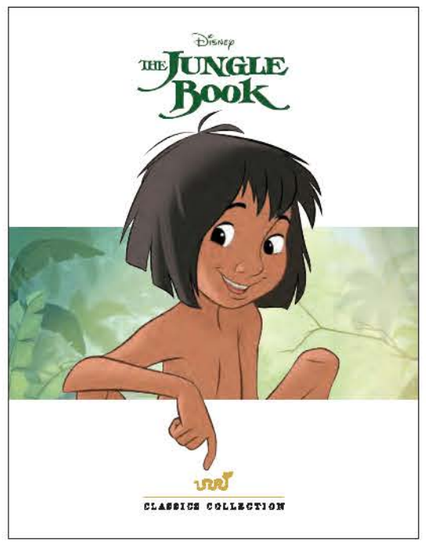

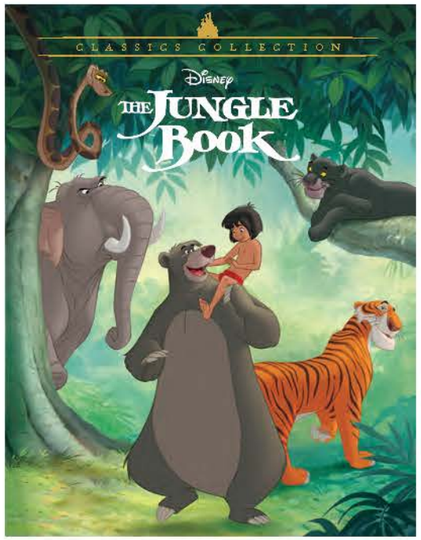

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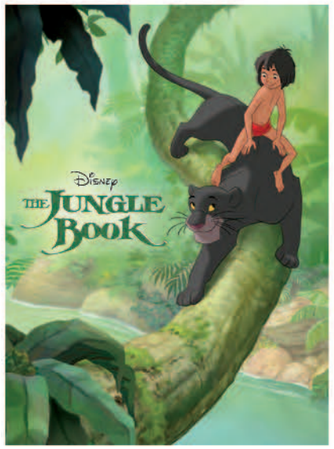

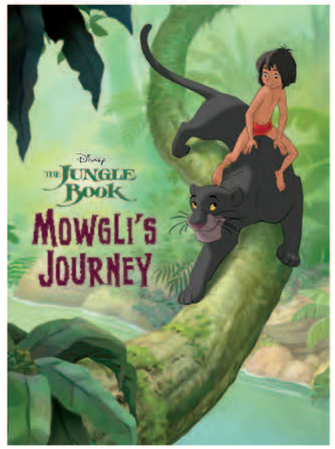

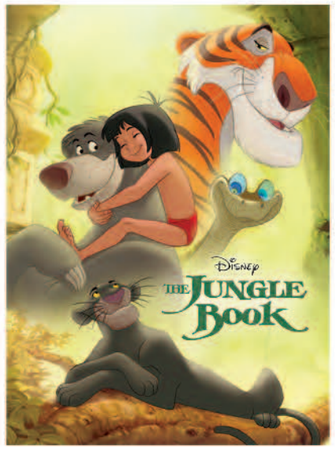

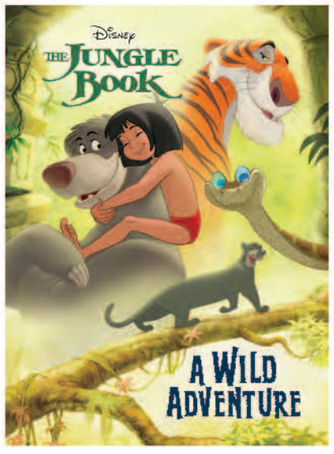

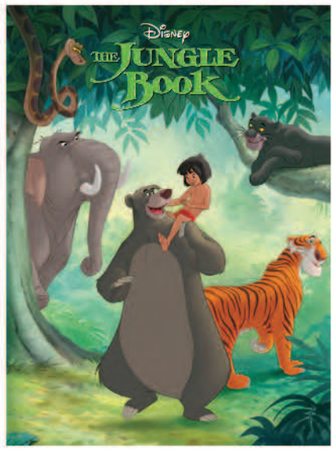

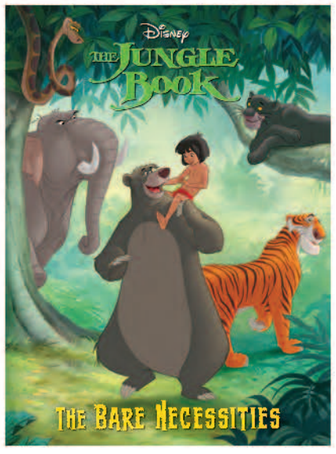

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COVERS

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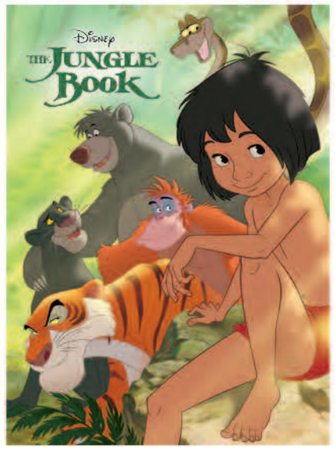

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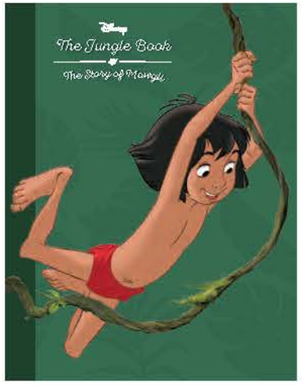
RETELLINGS



THE JUNGLE BOOK CLASSIC STORYBOOK ART POOL (2020)

978DPWJ1PB427

Ages 3–5

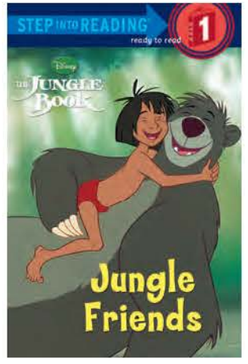
The 96-page classic storybook art pool for *The Jungle Book*

THE JUNGLE BOOK (LITTLE GOLDEN BOOK)

9780736420969

Ages 3–5

The Little Golden Book retelling of *The Jungle Book*



THE JUNGLE BOOK: JUNGLE FRIENDS (STEP INTO READING)

9780736420891

Ages 3–5

A leveled reader retelling of *The Jungle Book*

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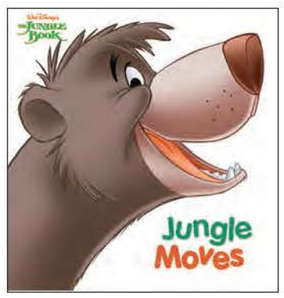
STORY INDEX

EXTENSION STORIES

IT TAKES TWO
978DPWJ1PB816
Ages 6–8
An extension story about Mowgli making friends in the jungle

SHADOWS IN THE JUNGLE
978DPWJ1PB906
Ages 3–5
An extension story about the jungle animals saving the baby elephant from Shere Khan

MOWGLI'S GREAT STORY
978DPWJ1PB905
Ages 3–5
An extension story about Mowgli telling a story



JUNGLE MOVES
9780736412308
Ages 3–5
An interactive novelty board book starring characters from *The Jungle Book*

OLDER FORMATS

THE JUNGLE BOOK (A TWISTED TALE)
978DPWJ1NC765
Ages 12–18
A reimagining of the story of *The Jungle Book* in the Twisted Tale series

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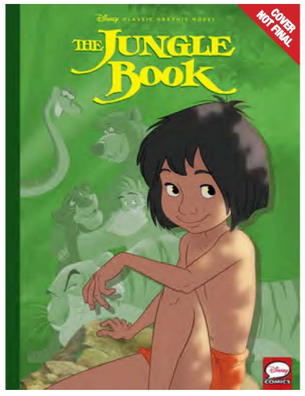
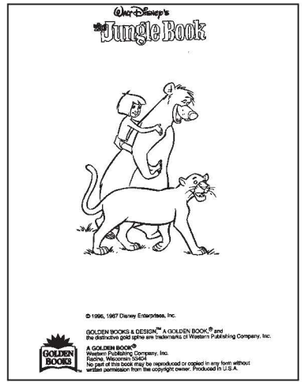
COMICS & GRAPHIC NOVELS



THE JUNGLE BOOK GRAPHIC NOVEL

DPWJ111798
Ages 6–12
A refreshed retelling of the film *The Jungle Book* in comic format

COLORING & ACTIVITY



THE JUNGLE BOOK: MY COLORING BOOK

978DPWJ100000
Ages 3+
A coloring book featuring characters from *The Jungle Book*

JUNGLE CUBS

JUNGLE CUBS: LOUIE'S SURPRISE (LOOK, LOOK BOOK) [PAINT SCANS ONLY]

978DPWJ100748
Ages 6–12
A story about young Louie, based on the TV show *Jungle Cubs*

JUNGLE CUBS: JUNGLE RACE (LOOK, LOOK BOOK) [PAINT SCANS ONLY]

978DPWJ100960
Ages 6–12
A story about the young animals racing, based on the TV show *Jungle Cubs*

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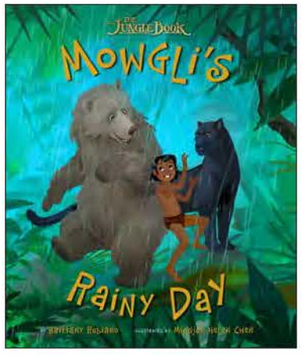
LIVE-ACTION *THE JUNGLE BOOK*

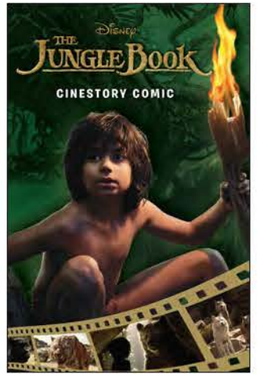


MOWGLI'S RAINY DAY

9781484725788
Ages 3–5
An original picture book about Mowgli, Bagheera, and Baloo during a rainy day

THE JUNGLE BOOK: THE STRENGTH OF THE WOLF IS THE PACK

9781484725795
Ages 8–12
A novelization based on the Walt Disney Studios film *The Jungle Book*



THE JUNGLE BOOK CINESTORY COMIC

9781926516301
All ages
The live-action *The Jungle Book* retold in the cinestory comic format

THE JUNGLE BOOK LA MOVIE SPECIAL MAGAZINE

DwJuEd_DPWJU06024
All ages
A magazine featuring behind-the-scenes content for the live-action *The Jungle Book*

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FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d63680030b31?type=both

© Disney

THE ARISTOCATS (1970)

Next anniversary: Fifty-fifth in 2025

In Paris in 1910, a classy cat and her three kittens are catnapped by a greedy butler who hopes to gain the inheritance left to them. Things look hopeless until they befriend Thomas O'Malley, an easygoing alley cat who helps them find their way back home—and introduces them to a new side of Paris.

© Disney

PLOT SYNOPSIS

Regal cat Duchess and her three kittens—Marie, Berlioz, and Toulouse—live with their human, Madame Adelaide Bonfamille, in Paris, France. Madame adores the cats and changes her will to leave them her entire fortune. However, once the cats die, the estate will go to her butler, Edgar, instead. Eager to inherit, Edgar decides to do away with the cats. He puts sleeping pills in their milk and drives them to the countryside to abandon them. But two farm dogs, Napoleon and Lafayette, chase Edgar and his motorbike, and he drops the cats in the process.

When Duchess and her kittens awaken, they are very frightened—but then they meet Thomas O'Malley, an alley cat who quickly falls in love with Duchess. He offers to help the family get back to Paris, and they embark on a journey that gets them into "cat-tastrophes" on a milk truck, train tracks, and the river. But by working together and making friends with two goose sisters, the Gabbles, they get closer and closer to Paris. Meanwhile, the cats' friends Roquefort the mouse and Frou-Frou the horse overhear Edgar's confession that he kidnapped the cats.

The cats arrive in Paris, and O'Malley introduces them to his friends, jazz musician Scat Cat and his band of alley cats. After a fun musical night, Duchess and the kittens realize how much they care about O'Malley, but they know they can't abandon Madame to stay with him. The next morning, the cats return to Madame's house and say a sad farewell to O'Malley. Roquefort tries to warn them about Edgar's plot, but the butler captures the cats once again and packs them up into a trunk.

Roquefort finds O'Malley and asks for his help. O'Malley gathers his musician friends and goes to rescue the others; they take on Edgar and win, with the butler ending up locked in the trunk meant for the cats. Madame welcomes her cats home along with O'Malley, who becomes a member of the family, and opens her home to all the alley cats of Paris.

© Disney

GUARDRAILS

WORLD RULES

- All the animals in the film can talk to one another and understand human speech. However, they cannot talk directly to humans. Some humans, like Madame, can infer what the animals are thinking or feeling, but they only hear their speech as animal sounds.

LEGAL ISSUES AND COPYRIGHT

- The following credit is required on any new book publications containing substantial portions of the Disney *The Artistocats* story or any derivations thereof: *The Aristocats* is based on the book by Thomas Rowe.
- For simple board books and coloring & activity that are multi-property and include artwork from *The Aristocats*, the credit can be omitted.

HOLIDAYS AND SEASONAL USAGE

- Characters from *The Aristocats* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	NO	NO	YES	YES	NONE

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** highlight the strong familial bonds among Duchess, Thomas O'Malley, and the kittens, and the friendships among the cats, Roquefort, and Frou-Frou.
- **Do** focus on themes of love, friendship, courage, and learning responsibility.
- **Do** explore the sprawling backdrop of Paris, France.

DON'TS

- **Don't** include the more mature flirtatious exchanges between Duchess and Thomas O'Malley, or focus on moments where O'Malley is called a "philanderer."
- **Don't** emphasize scenes or dialogue that lean into sexist tropes.
- **Don't** show characters smoking, drinking alcohol, or being drunk.
- **Don't** feature Scat Cat's alley cat band members outside of a direct retelling context, and exercise caution when portraying these characters to avoid outdated, offensive cultural depictions. Please consult with the DPW Classics franchise lead for further guidance.
- **Don't** feature or use the term "catnip," as it is often interpreted as a drug for cats.

© Disney

CHARACTER SIZE CHART

EDGAR

THOMAS O'MALLEY

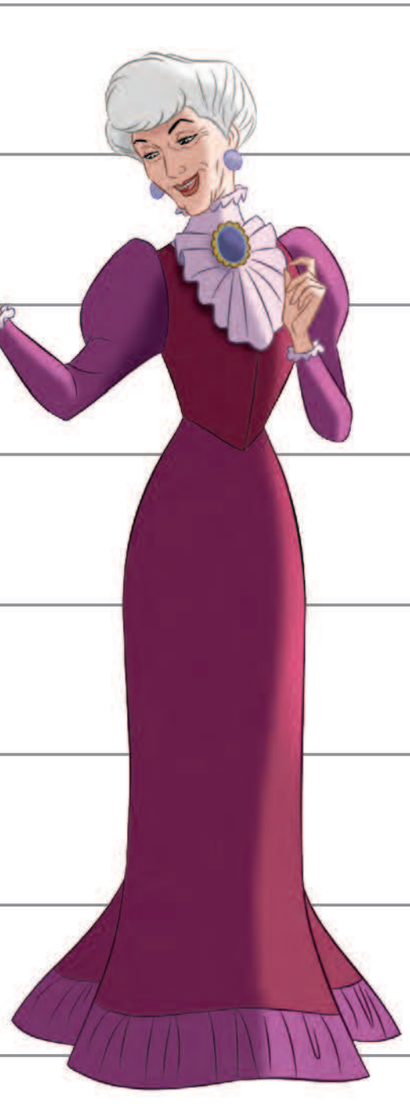
BERLIOZ

MARIE

TOULOUSE

ROQUEFORT

DUCHESS



MADAME ADELAIDE

© Disney

CHARACTER BIOS

DUCHESS

Duchess is a white Persian cat and the mother to Marie, Berlioz, and Toulouse. Well-bred and of aristocratic stock, Duchess is a "lady" in every sense of the word. She is cultured, classy, and intent on teaching her kittens well, giving them lessons in singing, playing piano, and painting. She is also staunchly loyal to her human, Madame Adelaide. When Edgar kidnaps her and the kittens, she is determined to get home, even if that means leaving new friends behind. After she falls in love with Thomas O'Malley, she learns to let loose and have fun, but she always remains elegant and prioritizes her kittens' well-being above all else. At the film's end, she is overjoyed when O'Malley proves himself a hero and joins the family as her husband and the kittens' stepfather.

QUOTES

- "Aristocats do not practice biting and clawing and things like that. That's just horrible."
- "It's time we concerned ourselves with self-improvement. Now, you want to grow up to be lovely charming ladies and gentlemen."
- "It is most important that I get back to Paris!"

© Disney

CHARACTER BIOS

THOMAS O'MALLEY

Thomas O'Malley (full name Abraham DeLacey Giuseppe Casey Thomas O'Malley) is an orange alley cat who lives a wanderer's life around Paris. Free-spirited, fun-loving, and laid-back, O'Malley first prefers life without a human or any responsibilities. But once he meets Duchess and the kittens, he instantly falls in love with her and begins to change his mind about his future. As he guides the cats back to Paris, he demonstrates great courage by protecting them, particularly during his daring rescue of the cats from Edgar. He joins the family ready to be a caring and responsible husband and stepparent.

QUOTES

- "Why, your eyes are like sapphires sparkling so bright. They make the morning radiant and light."
- "That's pure O'Malley, baby. Right off the cuff."
- "Duchess and kittens in trouble? There's no time to lose!"

© Disney

CHARACTER BIOS

MARIE

Marie is a white kitten and the only girl among Duchess's three children. She adores her mother and tries to be ladylike just like her, always wearing pink bows and practicing singing her scales and arpeggios the way a "prima donna" would. She is also very playful and feisty, often teasing and getting into fights with Berlioz and Toulouse. Though she is at first afraid when she and her family are kidnapped, she learns to embrace adventure and rely on her family and friends. She tends to be romantic and dreamy; after meeting Thomas O'Malley, she comes to adore him as a father figure, and envisions a future where he will join the family.

QUOTES

- "'Cause I'm a lady. That's why."
- "I'll show if I'm a lady or not."
- "Ladies do not start fights, but they can finish them."
- "I'm ready, Maestro."

© Disney

BERLIOZ

Berlioz is a dark gray kitten who always wears a red bow. He cares for his family deeply, but he often gets into playful spats with his siblings; however, he is quick to obey Duchess when she tells him to act more like a gentleman. Scrappy and talkative, he doesn't mince words and calls things like he sees them. He also has a particular love for music–he's a wonderful pianist and is thrilled to learn about jazz from Scat Cat.

QUOTES

- "You're nothing but a sister."
- "Fight fair, Marie!"
- [about jazz music] "It isn't Beethoven, Mama, but it sure bounces!"

© Disney

CHARACTER BIOS

TOULOUSE

Toulouse is an orange kitten who always wears a blue bow. He cares for his family deeply and often gets pulled into playful fights with his siblings. He is also very protective of the family, often play-acting as a tough alley cat to show that he is ready to ward off danger. He loves art, particularly painting, and his siblings enjoy watching him create his masterpieces.

QUOTES

- "But someday, we might meet a tough alley cat . . . Meow!"
- "I'm a tough alley cat, too. . . . That's 'cause I practice all the time."
- "I'll show him!"

© Disney

CHARACTER BIOS

ROQUEFORT

Roquefort is a mouse who lives in Madame Bonfamille's home. A close friend to Duchess and her kittens, he is always courteous and ready to lend a helping hand. He demonstrates resourcefulness, bravery, and loyalty when the cats are kidnapped, jumping into action to help them and putting a plan together to save them from Edgar.

FROU-FROU

Frou-Frou is Madame Adelaide's horse. She is very kind and loyal to the cats, allowing them to ride on her when they are traveling with Madame. Alongside Roquefort, she plays a key role in foiling Edgar's plans.

© Disney

MADAME ADELAIDE BONFAMILLE

Madame Adelaide is a sophisticated, cultured, and kind human woman, and the lady of the house where Duchess and the kittens live. Madame has a great appreciation for art and music; in her younger years, she was an opera star. She adores her cats and treats them like family, even naming them heirs in her will. She is absolutely devastated when the cats disappear, believing they are lost forever, and is overjoyed when they return home safe. She is so kindhearted that, at the end of the film, she opens up her home to all the alley cats of Paris.

© Disney

CHARACTER BIOS

EDGAR

Edgar is Madame Bonfamille's longtime butler, presenting a refined and sophisticated personality that hides his jealous and greedy nature. He envies Madame's pampered cats and becomes the film's villain after learning that the cats will inherit her estate over him. He is also somewhat bumbling and often unintentionally comedic; though he tries his best to get rid of the cats, the animals of Paris easily outsmart him. At the end of the film, he falls into his own trap, locked into a box that's being shipped to a far-off land.

QUOTES

- "Cats inherit first, and I come after the cats! After I . . . oh. It's not fair!"
- "I'll think of a way. There are millions of reasons why I should. All of them dollars. Millions. Those cats have got to go!"
- "Edgar, you sly old fox!"

NOTE

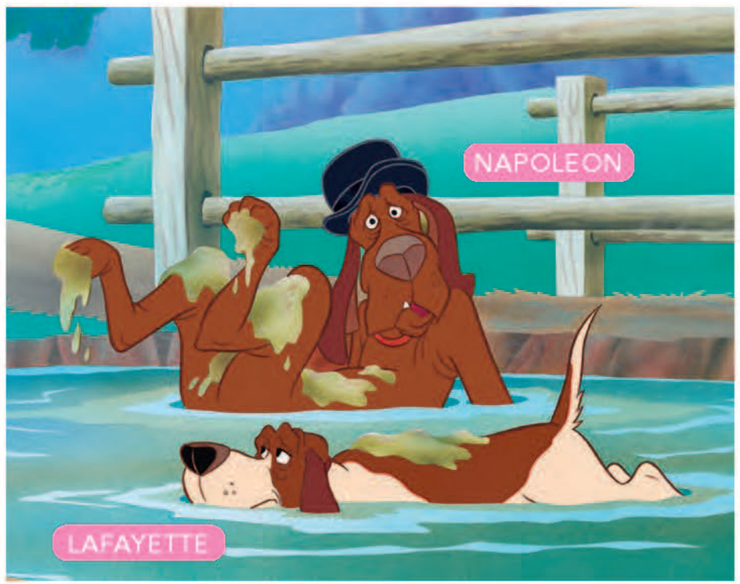
Edgar is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

© Disney

CHARACTER BIOS

SCAT CAT

Scat Cat is the leader of Paris's best all-cat jazz band and a loyal friend to Thomas O'Malley. Hip and cool, he can sing, play, and swing like nobody else. And when O'Malley needs him, he is ready to offer his and his band's help–even when it's a mouse who's doing the asking.



NAPOLEON AND LAFAYETTE

These two dogs, Napoleon the bloodhound and Lafayette the basset hound, reside in the countryside outside of Paris. Always looking for fun human gadgets to play with, they chase down Edgar as he passes on his motorbike and snatch his belongings for their own.

© Disney

ABIGAIL AND AMELIA GABBLE

These two goose are sisters traveling to Paris on vacation. They're very talkative and friendly, if a bit oblivious and single-minded. They assist the cats on their journey and briefly travel with them on their way into the city.

© Disney

DESIGN ASSETS

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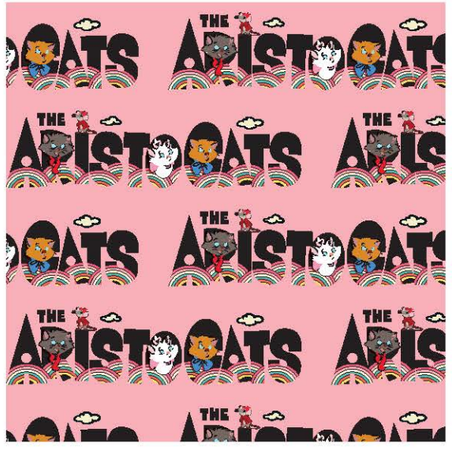

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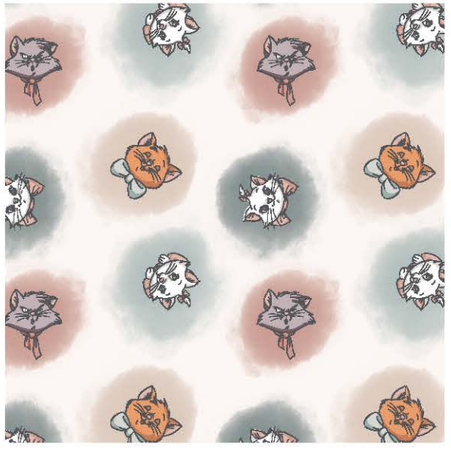

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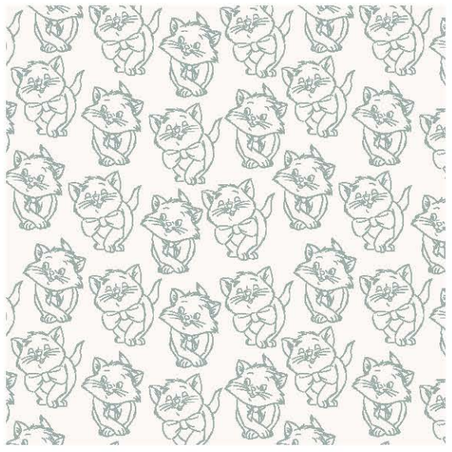

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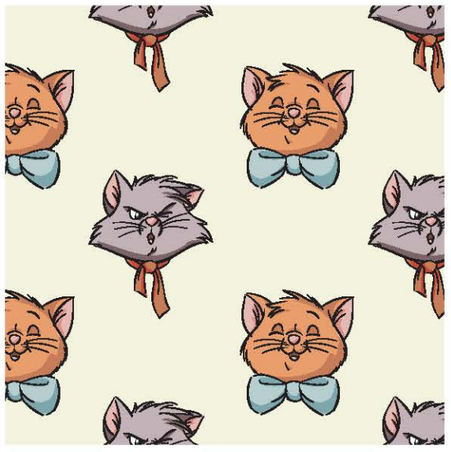

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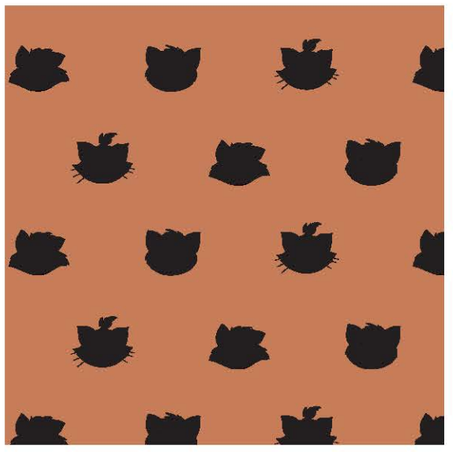

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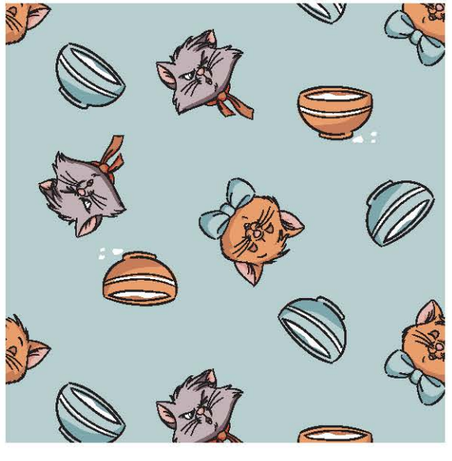

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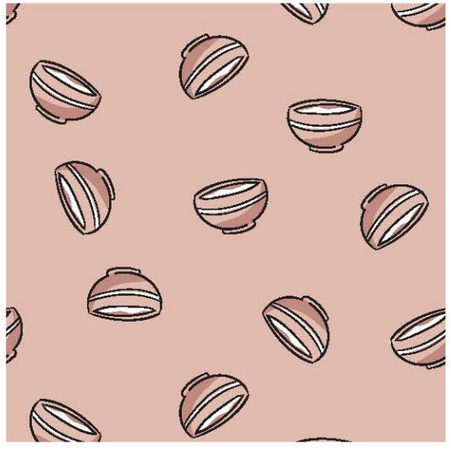

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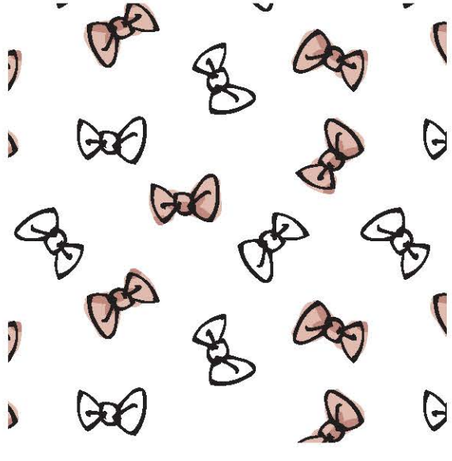

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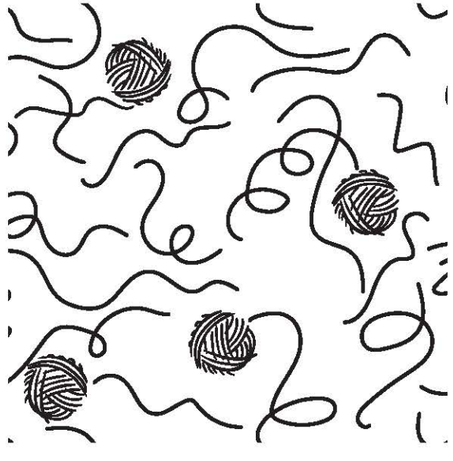

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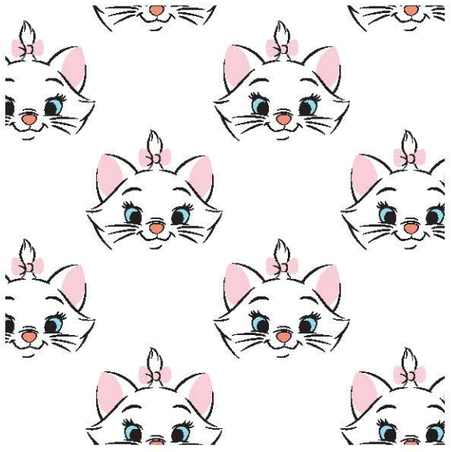

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DESIGN ASSETS

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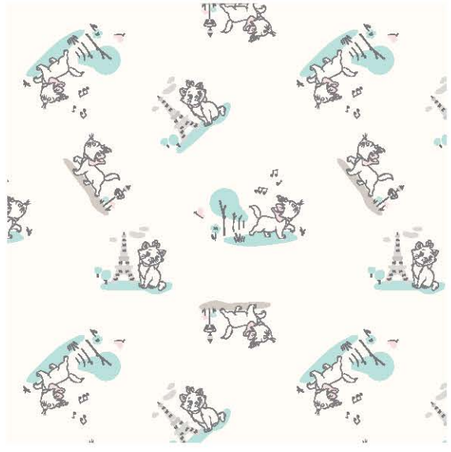

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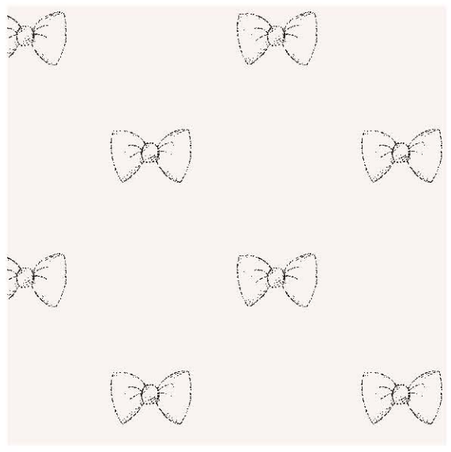

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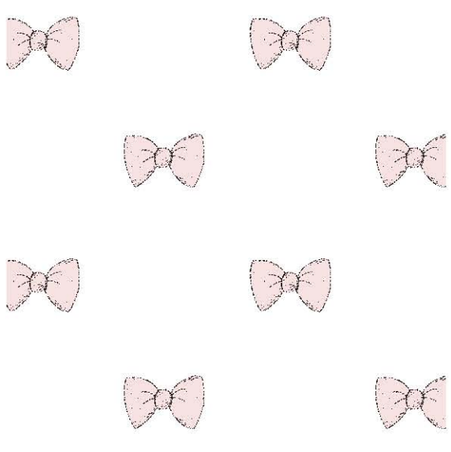

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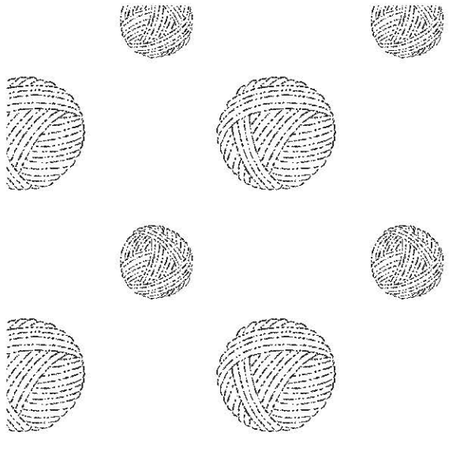

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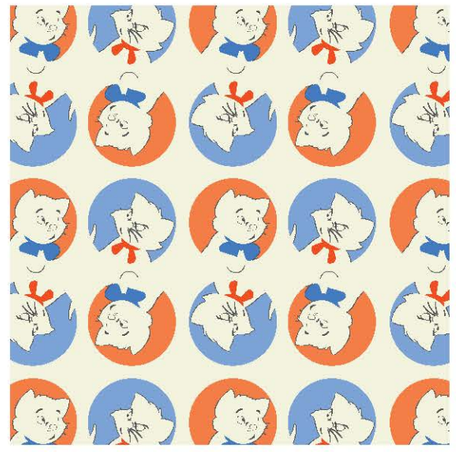

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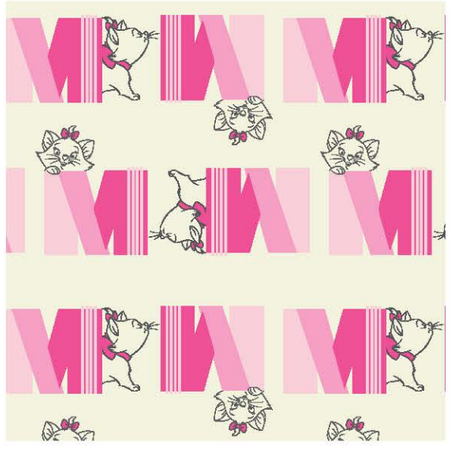
PATTERNS



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DESIGN ASSETS

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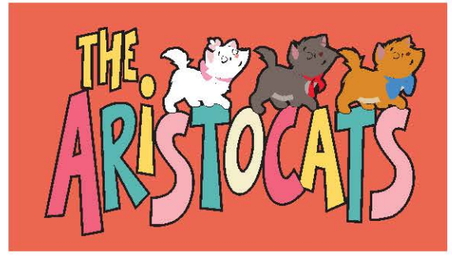

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BADGES

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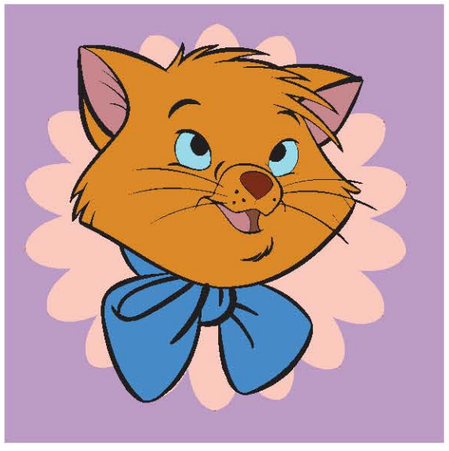

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BADGES

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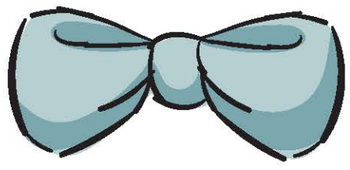

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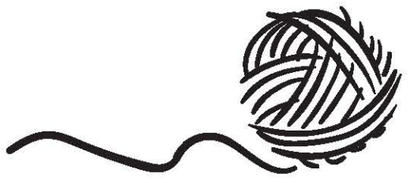

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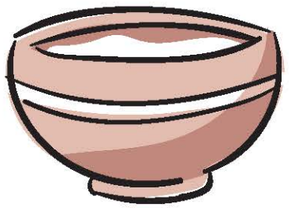

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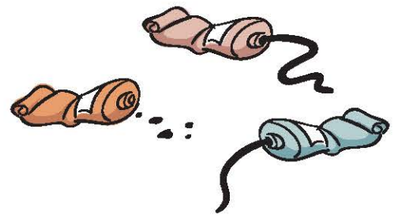

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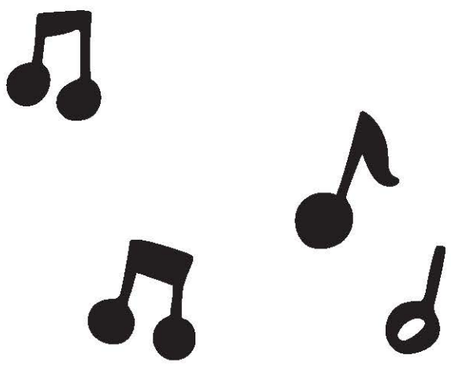

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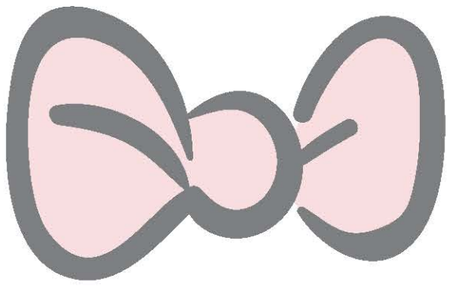

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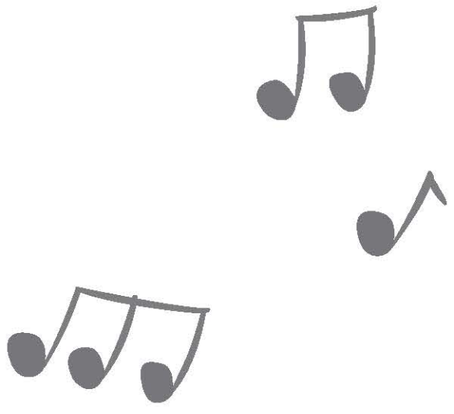

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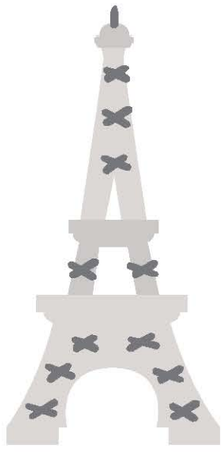

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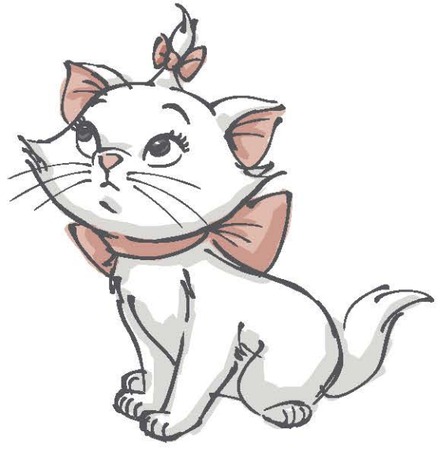

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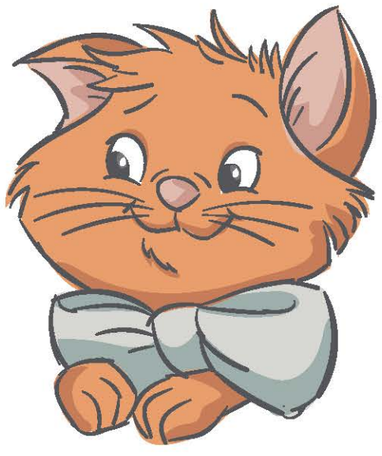

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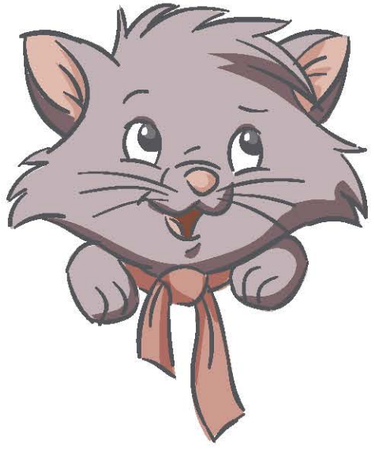

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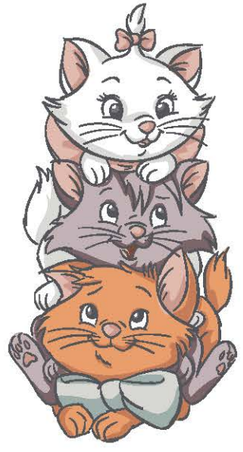

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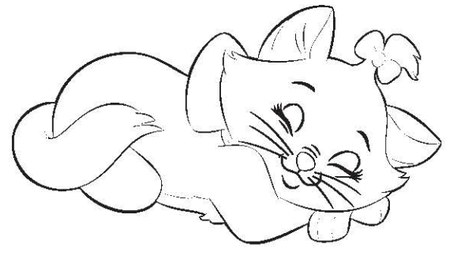

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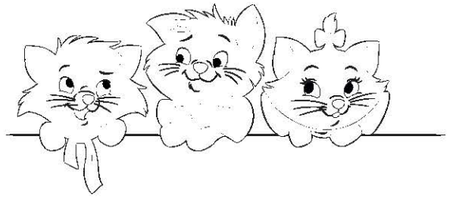

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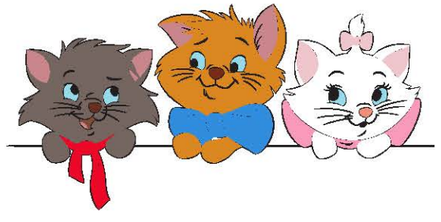

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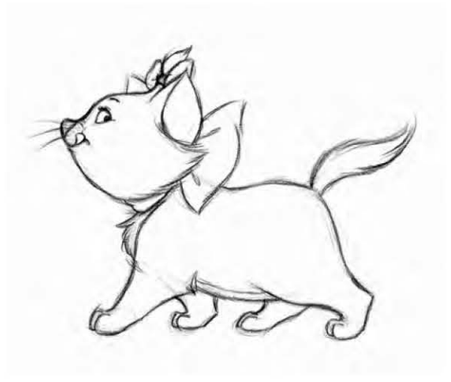

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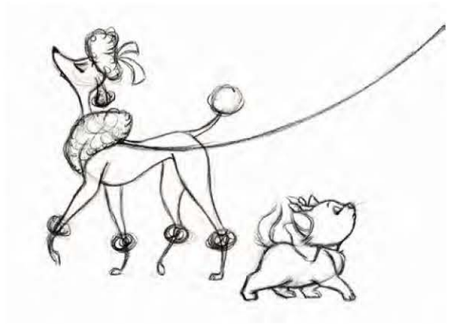

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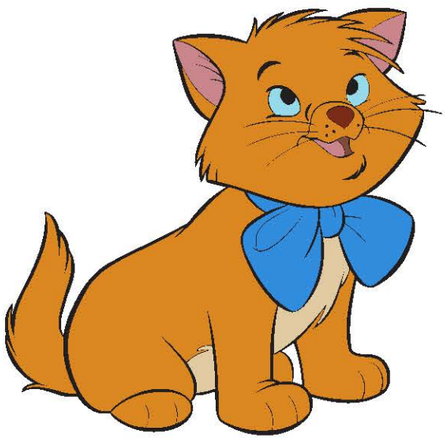

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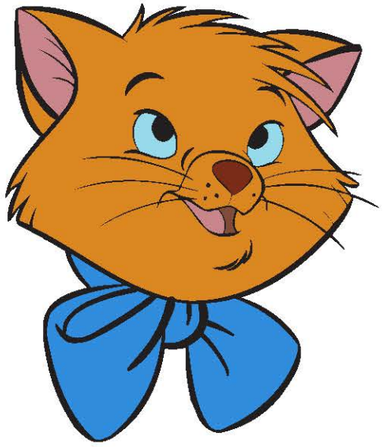

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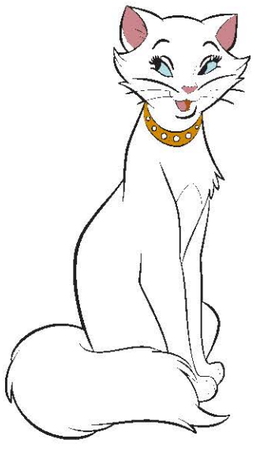

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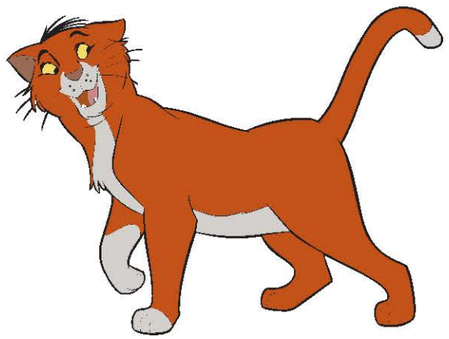

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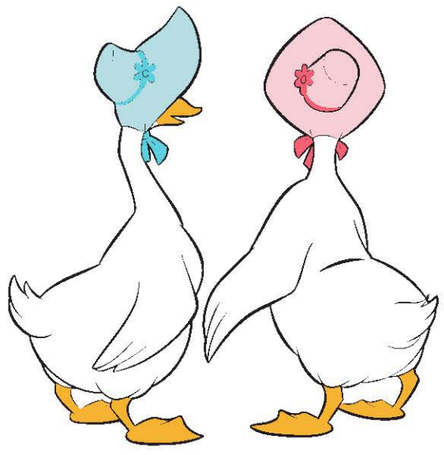

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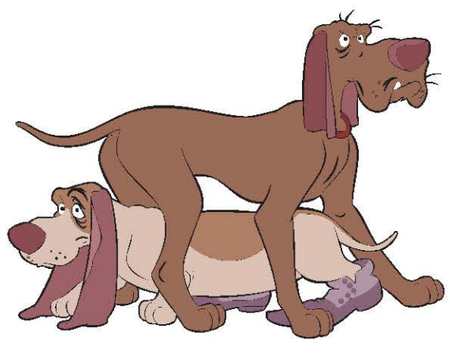

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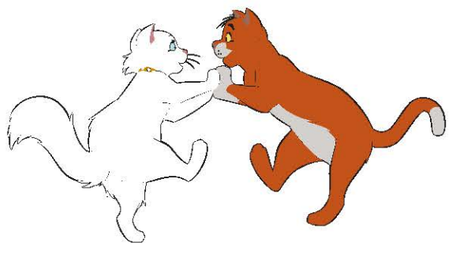

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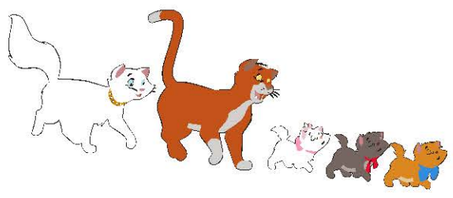

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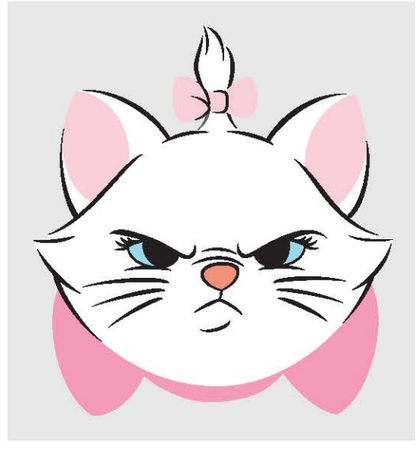

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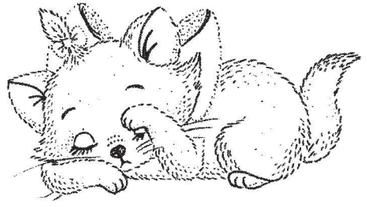

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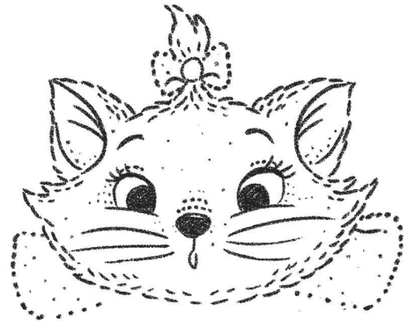

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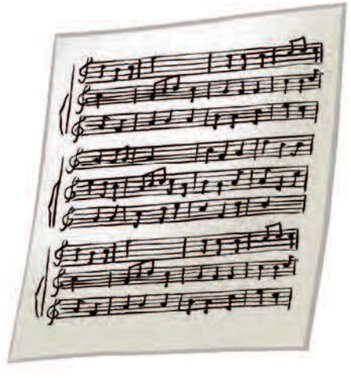

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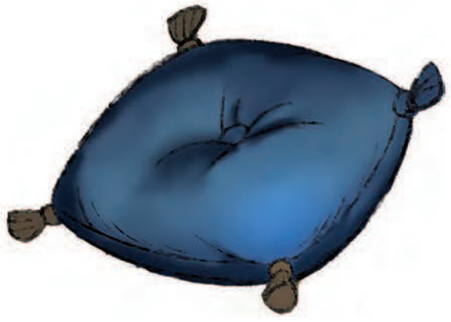

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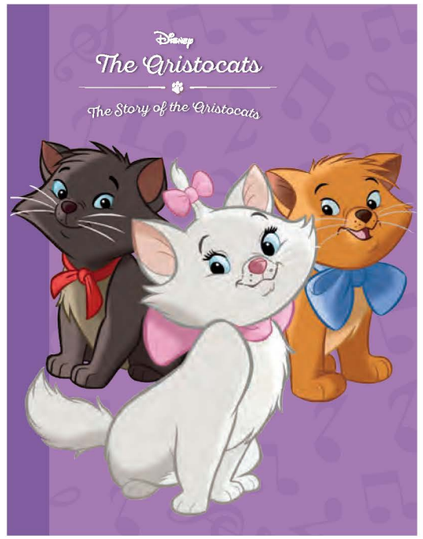
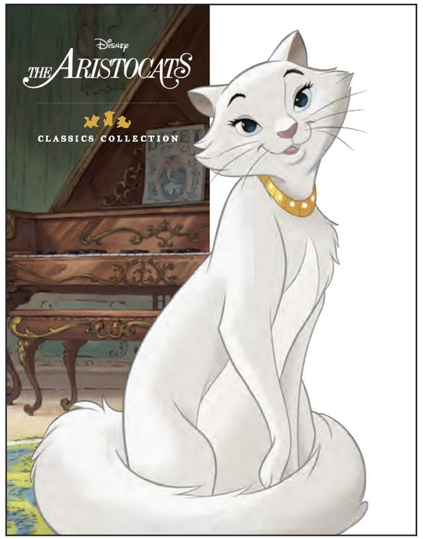
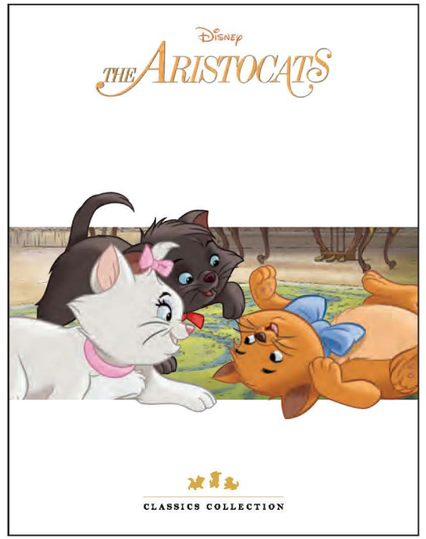
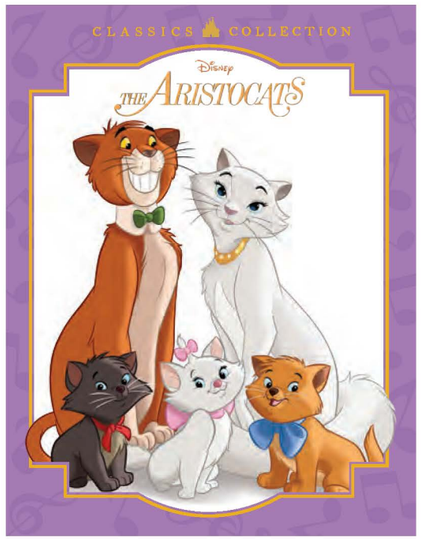
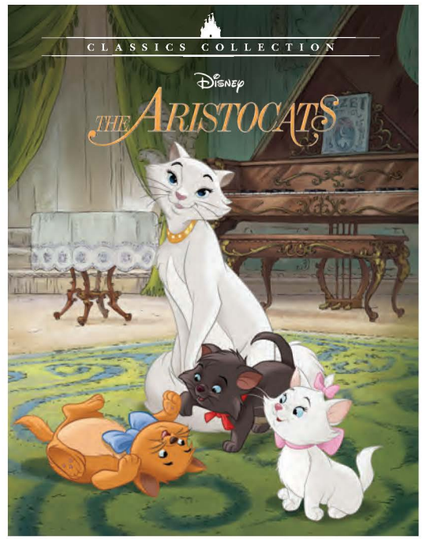










© Disney

STORY INDEX

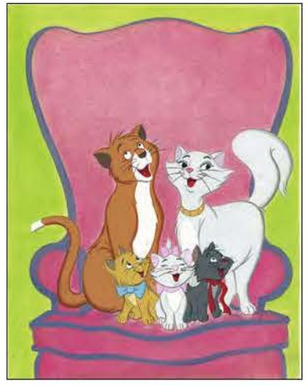
RETELLINGS

THE ARISTOCATS CLASSIC STORYBOOK ART POOL

978DPWARPB246

Ages 3–5

The 96-page classic storybook art pool for *The Aristocats*



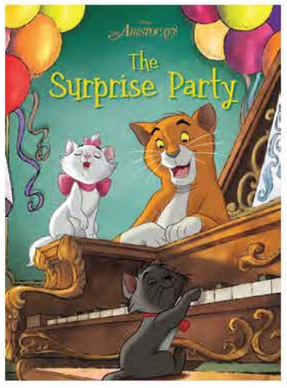
THE ARISTOCATS (LITTLE GOLDEN BOOK) [ART ONLY–PICK UP TEXT FROM CSAP]

9780307021663

Ages 3–5

A Little Golden Book retelling of *The Aristocats*

EXTENSION STORIES



THE SURPRISE PARTY

978DPWARPB036

Ages 6–8

An extension story about the cats throwing a surprise party

THE COZIEST CARRIAGE

978DPWARPB888

Ages 3–5

An extension story about the kittens finding a new home for Scat Cat

THE BIRTHDAY WISH

978DPWARPB879

Ages 3–5

An extension story about Marie disguising herself to attend a party

© Disney

STORY INDEX

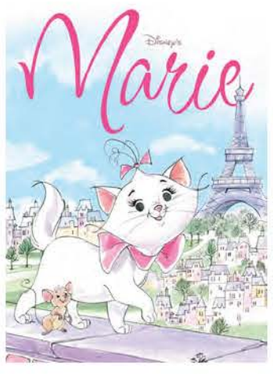
EXTENSION STORIES

WE LOVE MARIE

9781484713730
Ages 3–5
A cute touch-and-feel board book starring the sassy kitty Marie

RAT-A-TAT, CAT

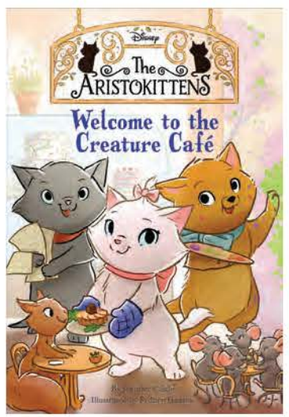
9780736420303
Ages 3–5
A rhythmic board book starring the Aristocats



MARIE

9781423100584
Ages 6–8
A stylized picture book in which Marie gives a tour of her city of Paris

OLDER FORMATS



THE ARISTOKITTENS: WELCOME TO THE CREATURE CAFÉ

978DPWARCH118
Ages 5–8
The first title in an illustrated chapter book series starring the kittens on new Parisian adventures

THE ARISTOKITTENS: THE GREAT BISCUIT BAKE-OFF

978DPWARCH119
Ages 5–8
The second title in an illustrated chapter book series starring the kittens on new Parisian adventures

THE ARISTOKITTENS: THE FANTASTIC RABBIT RACE

978DPWARCH120
Ages 5–8
The third title in an illustrated chapter book series starring the kittens on new Parisian adventures

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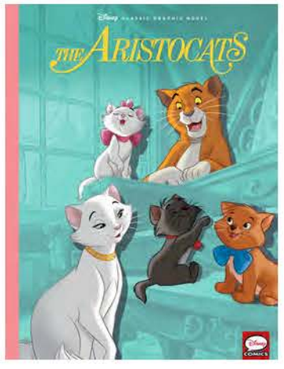
STORY INDEX

COMICS & GRAPHIC NOVELS



THE ARISTOCATS GRAPHIC NOVEL REFRESH

MAG0000346

Ages 6–12

A refreshed retelling of the film *The Aristocats* in comic format

COLORING & ACTIVITY

ARISTOCATS COLORING PAGE POOL

978DPWARCPP01

Ages 6–12

The coloring page pool for *The Aristocats*

© Disney

FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d6368003031e?type=both

© Disney

ROBIN HOOD (1973)

Next anniversary: Fiftieth in 2023

In an alternate version of medieval England, noble thief Robin Hood strives to outwit the greedy Prince John by stealing from the rich to give to the poor, and reunites with his old love Maid Marian along the way.

© Disney

PLOT SYNOPSIS

The rooster minstrel Allan-a-Dale introduces the story of Robin Hood—but in this version, all the characters are animals. While the good King Richard of England is away, his treacherous brother Prince John usurps the throne. Robin Hood, alongside his best friend, Little John, rises as a hero of the commoners, valiantly stealing from the rich to give to the poor.

One day, the Sheriff of Nottingham's men ambush Robin and Little John in Sherwood Forest. As Robin and John run away, they stumble upon Prince John's convoy and dress up as female fortune-tellers to distract the Prince and his sidekick, Sir Hiss, while they steal their treasures. They run off with lots of gold, and the furious prince vows to capture them.

Soon after, the cruel Sheriff of Nottingham demands taxes from the impoverished villagers. After the Sheriff steals young Skippy Bunny's birthday money, Robin Hood appears dressed as a beggar and gives Skippy a bow and arrow. While playing with his new gift, Skippy mistakenly fires an arrow onto the Nottingham Castle grounds. He goes to fetch it and meets Maid Marian and Lady Kluck. Maid Marian reveals that she was Robin's childhood sweetheart, but Prince John is keeping them apart.

Prince John announces an archery contest, in which the winner gets a kiss from Maid Marian. Hoping to reunite with Marian, Robin enters disguised as a stork, not knowing the contest is a trap meant to lure him in. He handily wins against the cheating Sheriff, but Prince John sees through his disguise and orders his capture. With help from Little John and Lady Kluck, Robin and Marian escape into Sherwood Forest. That night, Robin, Marian, and their friends celebrate their reunion with dancing and music, singing a song about how Prince John is the phony king of England.

When Prince John overhears Sir Hiss and the Sheriff singing the song, he angrily doubles everyone's taxes and throws those who can't pay in jail, including Robin's friend Friar Tuck. Prince John plots to capture the sly thief when he comes to rescue Tuck. But Robin once again outwits him, using disguises and nimble archery to free all the prisoners and steal the prince's gold at the same time.

King Richard returns and pardons Robin of all wrongdoing. He punishes Prince John, Sir Hiss, and the Sheriff by sending them to break rocks in a quarry. Marian and Robin get married and ride off in a carriage while the other animals celebrate.

© Disney

GUARDRAILS

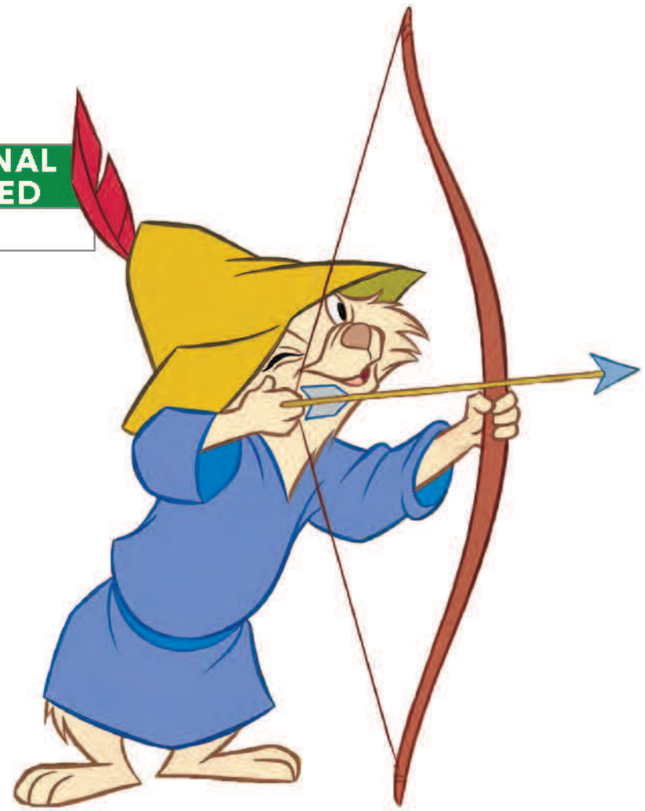
WORLD RULES

- All the animals in the film talk and act like humans.
- There are no human characters in this world.

HOLIDAYS AND SEASONAL USAGE

- Characters from *Robin Hood* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	NO	NO	YES	YES	NONE



© Disney

EDITORIAL GUIDELINES

DOS

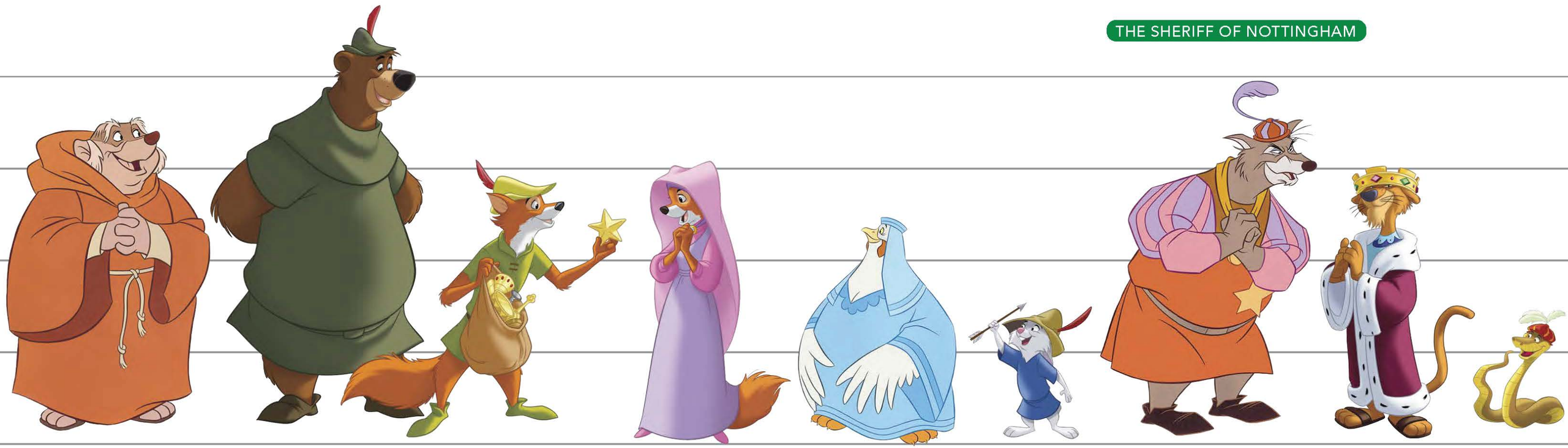
- **Do** show Robin Hood as a kind, witty, and resourceful protagonist who proves to be a hero.
- **Do** highlight the strong bonds of love and friendship among Robin, Marian, Little John, and the other villagers.
- **Do** focus on themes of helping those in need and standing up for what's right.

DON'TS

- **Don't** focus on scenes of violence, and do not include images of weapons and nooses outside of retellings.
- **Don't** emphasize that the story takes place during the Crusades, due to cultural and religious sensitivities.
- **Don't** highlight the fortune-teller scene outside of retellings, due to cultural sensitivities.
- **Don't** show images of Robin and Little John dressed as women outside of retellings, and don't include instances of catcalling.

© Disney

CHARACTER SIZE CHART



FRIAR TUCK

LITTLE JOHN

ROBIN HOOD

MAID MARIAN

LADY KLUCK

SKIPPY BUNNY

THE SHERIFF OF NOTTINGHAM

PRINCE JOHN

SIR HISS

© Disney

CHARACTER BIOS

ROBIN HOOD

Robin Hood, a fox, is a confident, charming, and witty thief who steals from the rich and gives to the poor. He cares deeply for the commoners of Nottingham and bravely stands up to the cruel Prince John and Sheriff in the name of justice and equality, even though such actions make him a wanted criminal. Using his archery and disguising skills, Robin outwits his antagonists, though he also sometimes takes impulsive risks that get him into trouble. Fortunately, his generosity and courage inspire deep loyalty from his friends—especially his right-hand man, Little John—and they're always there to help. Robin shows his romantic side with his childhood sweetheart, Maid Marian, and though he initially worries he has nothing to offer her as an outlaw, she values his true nature above all else, and they happily wed at the film's end.

QUOTES

- "We never rob. We just sort of borrow from those who can afford it."
- "Oo-de-lally!"
- "A hero? Did you hear that, Johnny? We've just been pardoned!"
- "Ah, but remember, faint hearts never won fair ladies. Fear not, my friends. This will be my greatest performance."
- "Marian, my darling, I love you more than life itself."

© Disney

CHARACTER BIOS

MAID MARIAN

Maid Marian, a fox, is a sweet and gentle noblewoman, and King Richard's niece. She and Robin Hood were childhood sweethearts, but they lost touch when she went to London. However, she still loves him and dreams of when they can reunite. She lives under Prince John's restrictive thumb at Nottingham Castle, but with help from her loyal aide, Lady Kluck, she maintains high spirits. Despite her noble upbringing, she is easygoing and open-minded, fitting right in with the commonfolk living in Sherwood Forest. She and Robin happily wed at the film's end.

QUOTES

- "Oh, Klucky, if only Robin and I could marry. But with King Richard away it's quite impossible. Do you think he has forgotten me?"
- "Oh, Robin, what a beautiful night. I wish it would never end."

© Disney

CHARACTER BIOS

LITTLE JOHN

Little John, a bear, is Robin Hood's best friend and loyal second-in-command, always at the fox's side. He has a positive, can-do attitude, often cracking jokes and asking thoughtful questions. While he, like Robin, is a master of disguise and skilled fighter, he is more cautious and responsible and often tries to rein in his friend's risk-taking tendencies. He is fiercely protective of Robin, even threatening Prince John when his friend is in danger. He sees beyond others' surfaces and encourages Robin to court Marian, insisting that the differences in their upbringings shouldn't matter. He happily celebrates the foxes' marriage and serves as the newlyweds' carriage driver at the film's end.

QUOTES

- "You know somethin', Robin? I was just wonderin', are we good guys or bad guys? You know, I mean, uh, our robbin' the rich to feed the poor?"
- "Look, why don't you stop moonin' and mopin' around? Just—just marry the girl."
- "So she's got class. So what?"
- "You know something, Robin? You're taking too many chances."
- "Cool it, lover boy! Your heart's running away with your head!"

© Disney

CHARACTER BIOS

PRINCE JOHN

Prince John, a lion, is the greedy, vain, and cowardly younger brother of King Richard. He claims that their mother favored Richard growing up, and this jealousy manifests when he usurps his brother's throne. He cares only about his own wealth and rules the citizens of England through fear and intimidation, bullying even his closest ally, Sir Hiss. When times are tough, he reverts to childish behaviors like sucking his thumb and asking for his mother. He plots to capture Robin Hood and is foiled at every turn, and ultimately, when King Richard returns, Prince John is sentenced to a life of breaking rocks in the quarry.

QUOTES

- "Release the royal fingers."
- "Squeeze every last drop out of those insolent musical peasants."
- "Friar Tuck? IT'S ROBIN HOOD I WANT, YOU IDIOT!"
- "Ahh! Mommy!"

NOTE

Prince John is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

© Disney

SIR HISS

Sir Hiss, a snake, is Prince John's dedicated minion. He is slimy, underhanded, and thoroughly loyal to the prince. While he is the smarter of the two and often warns the prince of danger or suspicious situations, he usually goes ignored and defers to his boss. He also possesses hypnotic powers, which he occasionally uses to comfort the prince. King Richard punishes him along with Prince John at the film's end.

QUOTES

- "Oh! S-S-Sire, how regal you look."
- "Snakes don't walk, they slither. Hmph. So there."
- "I tried to tell you, but no, no, no. You wouldn't listen."

NOTE

Sir Hiss is an official Disney Villains sidekick. For more information, please refer to the Disney Villains Tool Kit.

© Disney

CHARACTER BIOS

FRIAR TUCK

Friar Tuck, a badger, is a wise and kindly older gentleman who assists Robin Hood in distributing funds to the poor. A supportive father figure to Robin, he assures the fox that his actions are just and encourages him to see himself as a hero, not an outlaw. He passionately defends the people of Nottingham, losing his temper when the Sheriff steals money from the church's poor box. Though his brave actions land him in prison, Robin Hood sets him free.

QUOTES

- "Oh, for heaven's sake, son. You're no outlaw. Why, someday you'll be called a great hero."
- "You want taxes? I'll give you taxes!"
- "GET OUTTA MY CHURCH!"

© Disney

LADY KLUCK

Lady Kluck, a chicken, is Maid Marian's dedicated lady-in-waiting. Good-natured, humorous, and feisty, she strives to cheer Marian up during her separation from Robin and wants to reunite the sweethearts. She is also highly skilled in combat, and in an effort to protect Marian, single-handedly wards off Prince John's soldiers after the archery tournament. She remains loyal to Marian, staying in Sherwood Forest after her ladyship reunites with and eventually marries Robin.

QUOTES

- "Love conquers all!"
- "Oh, patience, my dear, patience. Remember, absence makes the heart grow fonder."
- "Believe me, someday soon your uncle, King Richard, will have an outlaw for an in-law."
- "Take that, you scurvy knave!"

© Disney

CHARACTER BIOS

THE SHERIFF OF NOTTINGHAM

The Sheriff of Nottingham, a wolf, is a cruel and heartless tax collector who pursues Robin Hood and his allies throughout the film. He shows little sympathy for the suffering of others, taking money from poor villagers like the injured blacksmith and the rabbit family. During the archery tournament, he tries to cheat in order to win, but Robin still bests him. While he works for Prince John, he makes fun of the prince behind his back. When King Richard returns, the Sheriff receives punishment for his actions alongside the prince and Sir Hiss.

QUOTES

- "Well, greetings from your friendly neighborhood tax collector."
- "It smarts, don't it, Otto? But Prince John says taxes should hurt."

© Disney

CHARACTER BIOS

ALLAN-A-DALE

Allan-a-Dale, a rooster, is a minstrel who is rarely without his trusty mandolin. He introduces and narrates Robin Hood's story, but he also appears within the story as Robin's ally, lending a hand during the archery tournament and the big prison break.

QUOTES

- "You know, there's been a heap of legends and tall tales about Robin Hood. All different, too. Well, we folks of the animal kingdom have our own version. It's the story of what really happened in Sherwood Forest."
- "I'm Allan-a-Dale, a minstrel. That's an old-time folk singer. My job is to tell it like it is, or was, or whatever."

© Disney

CHARACTER BIOS

SKIPPY BUNNY TOBY TURTLE SISTER BUNNY TAGALONG

SKIPPY BUNNY

The eldest son of Mother Rabbit, Skippy Bunny is an energetic and happy-go-lucky seven-year-old. After Robin Hood gives him a bow, arrow, and hat on his birthday, he trains to become an archer. He looks up to Robin Hood and dreams of being a hero just like him. At the end of the film, he joins Little John as the newlywed Robin and Marian's carriage drivers.

TOBY TURTLE

Toby Turtle is a cautious, shy friend to the rabbit family. While he is not as daring as the others, he joins in on their fun adventures.

SISTER BUNNY

Sister Bunny, or Sis, is Mother Rabbit's friendly and assertive eldest daughter. She always wears a big pink bow and often falls into romantic daydreams.

TAGALONG

Tagalong is Skippy and Sis's precocious and curious younger sister. She always carries a stuffed bunny.

© Disney

DESIGN ASSETS

VINTAGE MOVIE POSTERS

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BORDERS

CSEU397025.ai

CSEU397026.ai

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY ANIMALS SPOT ART POOL

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CHARACTER SPOT ART

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AVAILABLE IN THE DISNEY VILLAINS SPOT ART POOL

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COVERS

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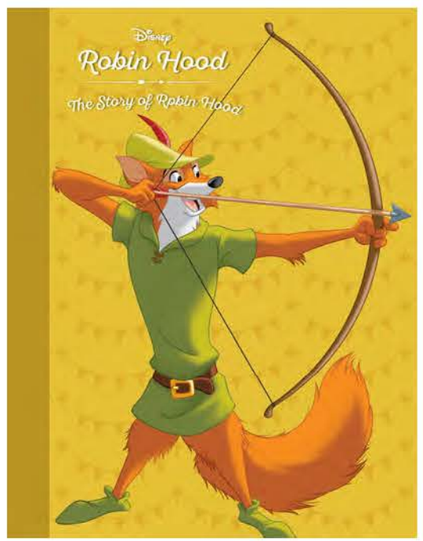

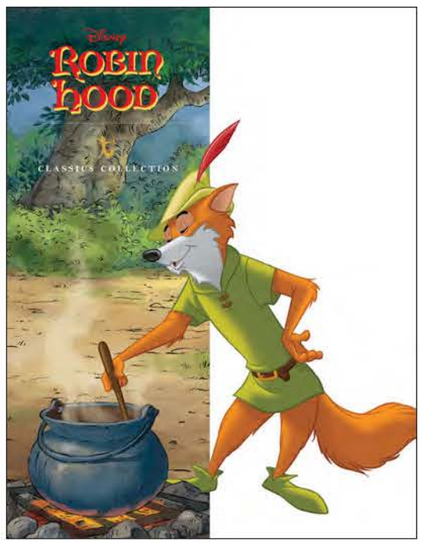

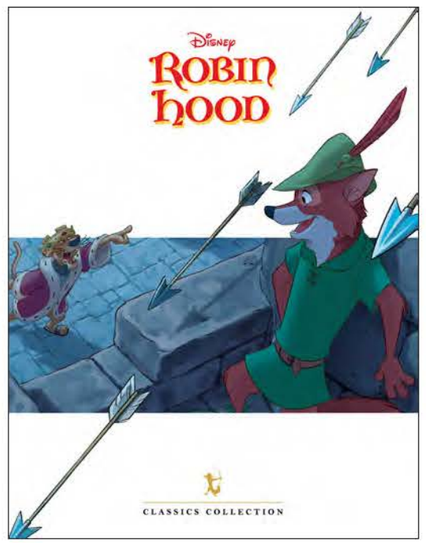

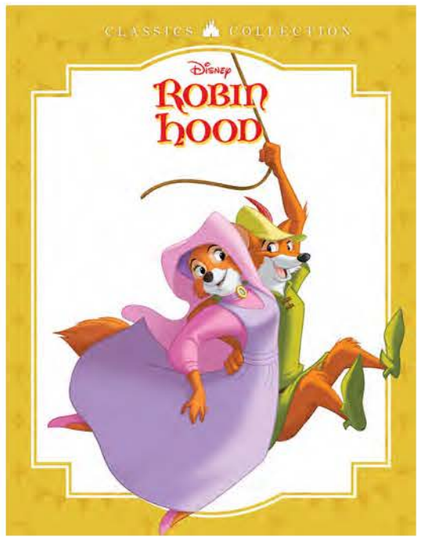

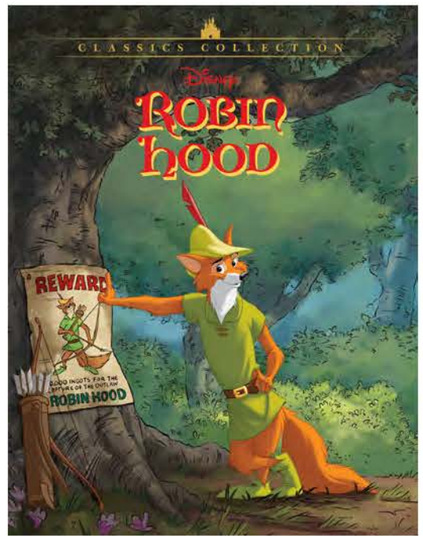

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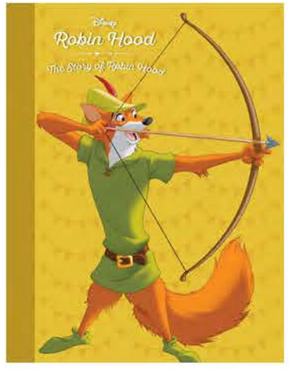
STORY INDEX

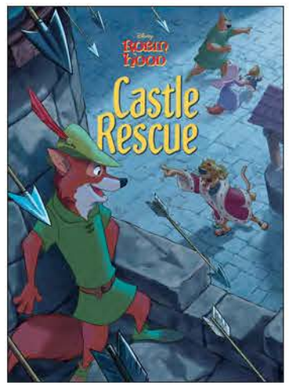
RETELLINGS



ROBIN HOOD CLASSIC STORYBOOK ART POOL

978DPWRHPB251
Ages 3–5
The 96-page classic storybook art pool for *Robin Hood*

EXTENSION STORIES



ROBIN HOOD: CASTLE RESCUE

978DPWRHPB290
Ages 6–8
An extension story about Robin Hood's daring castle rescue

ROBIN HOOD AND THE DARING MOUSE (PAINT SCANS ONLY)

978DPWRHPS540
Ages 6–12
A Little Golden Book following a courageous mouse from *Robin Hood*

ROBIN HOOD AND SKIPPY'S BEST BIRTHDAY (PAINT SCANS ONLY)

978DPWRHPS528
Ages 6–12
A Tell a Tale book about Skippy's birthday party

© Disney

STORY INDEX

EXTENSION STORIES

CHRISTMAS FOR EVERYONE
978DPWRHPB884
Ages 3-5
An extension story about Robin Hood and friends during Christmas.

OLDER FORMATS

ROBIN HOOD
(A TWISTED TALE)
978DPWRHNC769
Ages 12-18
A reimagining of the story of Robin Hood in the Twisted Tale series.

COMICS & GRAPHIC NOVELS

ROBIN HOOD
GRAPHIC NOVEL
DPWRHEGN01
Ages 6-12
A retelling of the film *Robin Hood* in comic format.

© Disney

FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d6368002fa13?type=both

© Disney

THE RESCUERS (1977)

Next anniversary: Forty-fifth in 2022, fiftieth in 2027

Bernard and Bianca, two mice who belong to the Rescue Aid Society, are tasked with rescuing the young orphan Penny from her kidnapper, the greedy Madame Medusa.

THE RESCUERS DOWN UNDER (1990)

Next anniversary: Thirty-fifth in 2025

Bernard and Bianca journey to Australia to assist Cody, a young boy who has been kidnapped by infamous poacher Percival McLeach while trying to save a majestic bird.

© Disney

PLOT SYNOPSIS FOR *THE RESCUERS*

In the depths of the United Nations, there exists a secret society of mice, the Rescue Aid Society. One mouse ambassador represents each country, and they have one goal: to rescue children in need. At one meeting, they receive a plea for help in a bottle from a little orphan girl named Penny. Penny is being held captive by Madame Medusa, an evil, greedy woman who owns a rickety old pawn shop. The mouse Bianca, a much sought-after representative from Hungary, takes on the mission, and she chooses fellow mouse Bernard, the society's janitor, to accompany her.

The mice travel through New York, back to the orphanage where Penny lived before her kidnapping. They find Madame Medusa's pawn shop and discover that she is keeping Penny elsewhere, in the Devil's Bayou. Bianca and Bernard use the Albatross Air Service and fly on their new friend Orville to the Devil's Bayou to save Penny. When they arrive, they find that Madame Medusa is keeping Penny in horrible conditions, at guarded by her evil pet crocodiles. Madame Medusa needs Penny because she is small enough to retrieve the Devil's Eye, a precious and rare diamond that Madame Medusa longs to find.

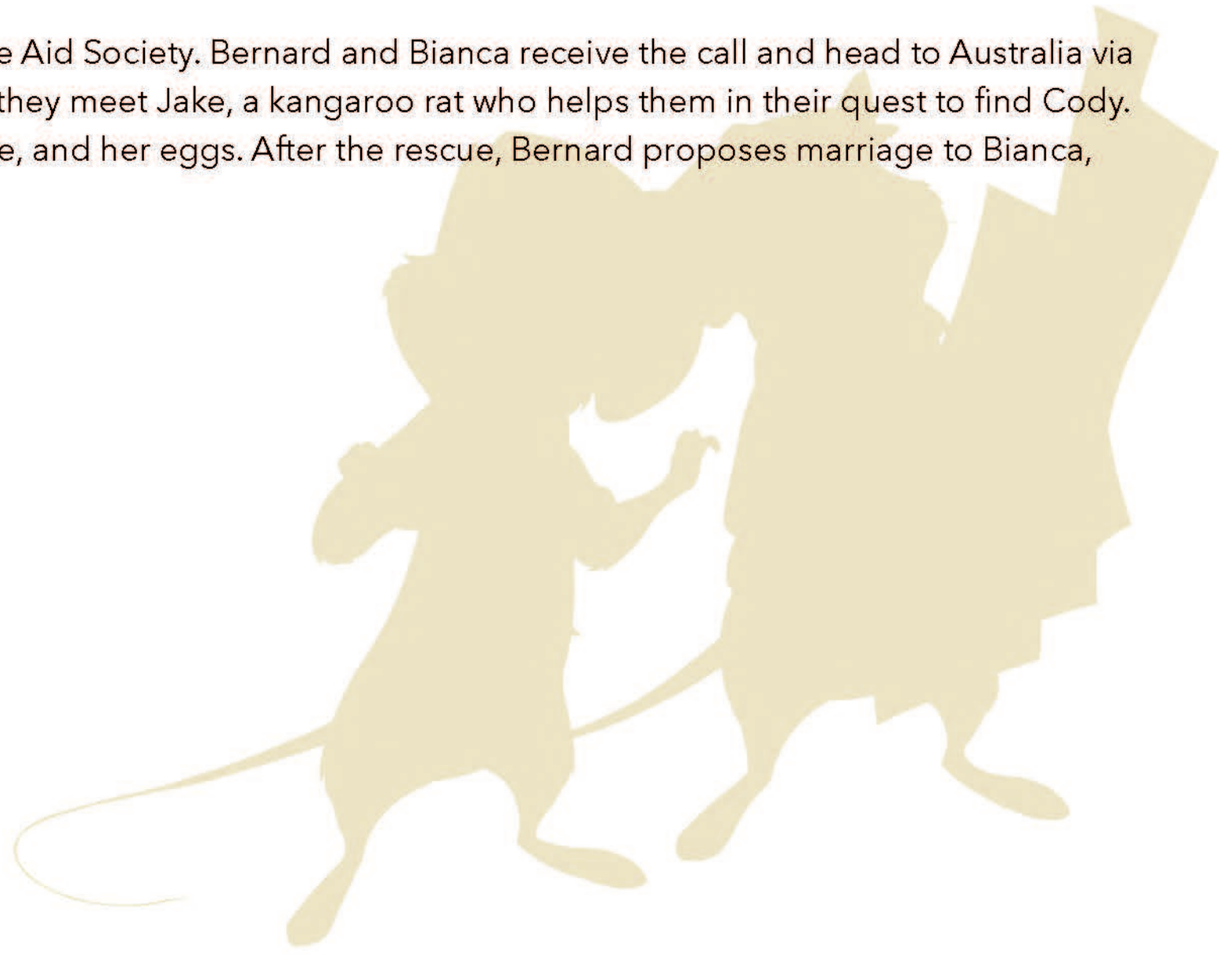
Madame Medusa forces Penny into the underground cave where the diamond is located, and she refuses to let her out until she has it. The Rescuers help Penny not only find the diamond but escape Madame Medusa. They return Penny to the orphanage in New York, where she is then adopted by a lovely family. Bianca and Bernard return as heroes to the Rescue Aid Society.

© Disney

PLOT SYNOPSIS FOR *THE RESCUERS DOWN UNDER*

Every day a young boy named Cody, who loves animals, goes into the Australian Outback. One day he discovers the beautiful golden eagle Marahute caught in a poacher's trap. After he saves her, he finds himself stuck in another trap. The traps belong to the evil poacher Percival McLeach and his sidekick, Joanna the lizard. McLeach has already captured Marahute's mate and wants Marahute and her newly laid eggs. He locks Cody in his prison for rare animals, and Cody tries to free himself.

A mouse who witnessed the kidnapping sends out a call to the Rescue Aid Society. Bernard and Bianca receive the call and head to Australia via Albatross Air, aboard Wilbur, the brother of Orville. Once they arrive, they meet Jake, a kangaroo rat who helps them in their quest to find Cody. The mice and Wilbur work together to eventually save Cody, Marahute, and her eggs. After the rescue, Bernard proposes marriage to Bianca, and she happily accepts.



© Disney

GUARDRAILS

WORLD RULES

- Animals who are not shown speaking within the films, including Brutus and Nero the crocodiles and Marahute the eagle, cannot talk to humans. This does not apply to animals who do speak in the films, like Bernard and Bianca.

OTHER BOOK, TV, AND FILM APPEARANCES

- While main characters Bernard and Bianca appear in both *The Rescuers* and *The Rescuers Down Under*, characters who appear in one Rescuers film should not appear in retellings or stories set within the time frame of the other Rescuers film. For example, Madame Medusa from *The Rescuers* should not appear in a retelling of *The Rescuers Down Under*.
- If mixing characters between the two films in extension storytelling, please clear with the DPW Classics franchise lead. They will review on a case-by-case basis.

LEGAL AND COPYRIGHT

- The following credit is required when using the characters from *The Rescuers* or *The Rescuers Down Under*: Featuring characters from the Disney film suggested by the books by Margery Sharp, THE RESCUERS and MISS BIANCA, Published by Little, Brown and Company (when publisher's book is for U.S. printing) or William Collins Sons and Company (when publisher's book is for United Kingdom printing).

HOLIDAYS AND SEASONAL USAGE

- Characters from the two Rescuers films may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	YES	YES	YES	YES	Thanksgiving (for stories set in the United States)

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** depict the Rescuers going on adventures and saving the day.
- **Do** show Bianca, Bernard, and other members of the Rescue Aid Society as helpful, brave, and courageous.

DON'TS

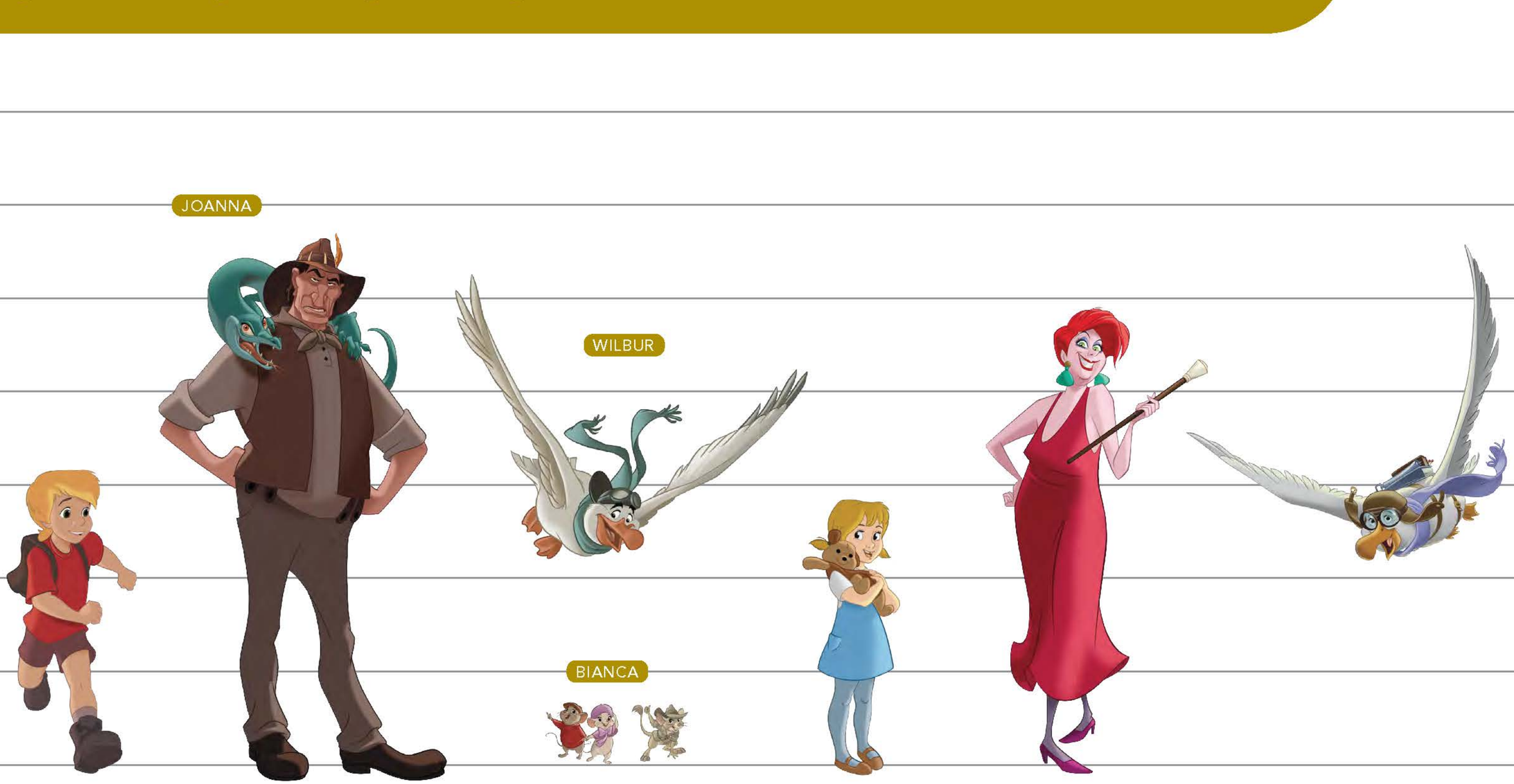
- **Don't** show weapons or violence outside of direct retelling context, and review the CSAPs for both *The Rescuers* and *The Rescuers Down Under* for reference on what is appropriate.
- **Don't** depict any characters smoking tobacco or drinking alcohol.
- **Don't** focus storytelling on child endangerment.
- **Don't** include crocodiles in stories except for retellings.

© Disney

CHARACTER SIZE CHART

JOANNA

WILBUR



CODY

PERCIVAL MCLEACH

BERNARD

BIANCA

JAKE

PENNY

MADAME MEDUSA

ORVILLE

© Disney

CHARACTER BIOS FOR *THE RESCUERS* & *THE RESCUERS DOWN UNDER*

BERNARD

Bernard is a young mouse who begins his career as the Rescue Aid Society's janitor. He gets a chance to prove himself when Bianca asks him to accompany her on her mission to save Penny. He is a very superstitious little mouse with a fear of the number 13—but he is also kind, lovable, and quite clumsy, and proves to be brave and strong throughout his rescue missions, eventually becoming the Rescue Aid Society's star. At the end of *The Rescuers Down Under*, he and Bianca become happily engaged.

QUOTES

- "Ah, me . . . me? Oh, oh, that's . . . that's really very . . . ah, no . . . ah, see . . . I'm only a janitor."
- "Sir, ah, there's thirteen steps on this ladder."
- "Lucky? Flight thirteen? Maybe we'd better take the train."

© Disney

CHARACTER BIOS FOR *THE RESCUERS* & *THE RESCUERS DOWN UNDER*

BIANCA

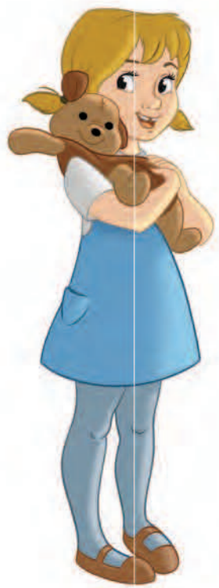
Bianca is a courageous, adventurous, and stylish mouse who serves as the Hungarian ambassador for the Rescue Aid Society. She is always optimistic and determined to help children in need, like Penny and Cody. She chooses Bernard as her partner in the society, and her bravery inspires Bernard to overcome his fears. The two eventually fall in love and get engaged.

QUOTES

- "You worry too much. You know that flights are always late."
- "I'm sorry. But a lady does have to pack a few things, you know."
- "Now what did I tell you? We are lucky, Mr. Bernard."

© Disney

CHARACTER BIOS FOR *THE RESCUERS*



PENNY

Penny is a gutsy little girl who asks for help after she runs away from her orphanage and is kidnapped by Madame Medusa. She believes that having faith in yourself will get you through tough situations. She never goes anywhere without her beloved teddy bear, Teddy. After Bernard and Bianca rescue her from Madame Medusa, she finds happiness with a loving adoptive family.

QUOTES

- "But whoever adopts me has to adopt Teddy, too."
- "Did you hear that, Teddy? Our bottle worked."
- "Don't worry, Teddy. I won't be gone long. I'll find her old diamond."

ORVILLE

Orville, a bird, is one of the Albatross Air Service pilots who flies clientele like Bernard and Bianca. He takes his job very seriously, though sometimes he struggles with the taking off part. But he ultimately succeeds. He is funny and a little bit clumsy.

© Disney

CHARACTER BIOS FOR *THE RESCUERS*

© Disney

MADAME MEDUSA

The main villain of *The Rescuers*, Medusa is a greedy, cruel woman who owns a seedy pawn shop in New York City. She wants to find a very rare diamond called the Devil's Eye, and she'll do anything to succeed, including capturing and imprisoning Penny. She cares very little for others, endangering Penny and even showing disregard for her own minions, leading Brutus and Nero to turn on her at the film's end.

QUOTES

- "You caught Penny sending messages in bottles? You blundering fool. Can't you control a little girl? Shut up! I am taking the next flight down to Devil's Bayou."
- "I want that diamond. I've got to have the Devil's Eye."
- "Why did you let her escape? What is your alibi this time, nitwit?"

BRUTUS AND NERO

These two vicious crocodiles serve as Madame Medusa's loyal sidekicks. However, at the film's end, they realize that Medusa cares very little for them, and they turn on her.

NOTE

Madame Medusa is an official Disney Villain, and Brutus and Nero are official Disney Villains sidekicks. For more information, please refer to the Disney Villains Tool Kit.

CHARACTER BIOS FOR *THE RESCUERS*

SNOOPS

Madame Medusa's minion, Snoops, is timid, cowardly, and does whatever Madame Medusa wants. He is very afraid of her crocodiles, and they do not like him. He often does not know how to handle Penny's strong personality when Madame Medusa isn't around.

© Disney

CHARACTER BIOS FOR *THE RESCUERS DOWN UNDER*

JAKE

A kangaroo rat who lives in Australia, Jake is tough, fearless, and charming. He does his best to help Bernard and Bianca on their mission to rescue Cody.

QUOTES

- "Well done, mate."
- "Oh, a map's no good in the Outback. What you really need is someone . . . someone who knows the territory."

CODY

Cody is a brave and caring eight-year-old boy from Australia. He loves animals and sets out each day to help as many creatures as possible. After he frees the magnificent eagle Marahute from the poacher Percival McLeach's trap, McLeach kidnaps him. A natural born leader, he eventually escapes from danger with the help of the Rescuers.

QUOTES

- "Don't worry, we're gonna get out of here."
- "Yeah, if we all put our heads together, we'll think of something."

© Disney

CHARACTER BIOS FOR *THE RESCUERS DOWN UNDER*

WILBUR

Like his brother Orville, Wilbur is a pilot for Albatross Air. He does not take his job quite as seriously as his brother does, but he is still happy to fly Bianca and Bernard to Australia to help save Cody. When they arrive, Wilbur tries to land on a runway that isn't big enough for a bird of his size, so he hurts himself. He then has to go to a mouse hospital to get fixed up. Afterward, he finds Bernard with Marahute's eggs and sits on the eggs until they hatch.

© Disney

CHARACTER BIOS FOR *THE RESCUERS DOWN UNDER*

PERCIVAL MCLEACH

The evil and greedy Percival McLeach is a poacher in the Australian Outback who by trade cares very little for animals, preferring to sell them for profit. He kidnaps Cody because he believes the boy will lead him to the prized eagle Marahute. His focus on hurting others leads to his own demise when, during an attempt to feed Cody to crocodiles, he is swept away by a dangerous waterfall.

QUOTES

- "Joanna, you thickheaded chunk of fish bait."
- "Who do you think you're messin' with, you dumb animal?"

JOANNA

A monitor lizard and McLeach's faithful sidekick, Joanna cannot talk but she still understands everything McLeach says. She is mean, scary, and more intelligent than others give her credit for, and she has a specific fondness for eggs. She escapes the dangerous waterfall and waves goodbye to McLeach at the film's end.

NOTE

Percival McLeach is an official Disney Villain, and Joanna is an official Disney Villains sidekick. For more information, please refer to the Disney Villains Tool Kit.

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CHARACTER SPOT ART FOR *THE RESCUERS*

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AVAILABLE IN THE DISNEY VILLAINS SPOT ART POOL

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CHARACTER SPOT ART FOR *THE RESCUERS*

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CHARACTER SPOT ART FOR *THE RESCUERS*

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CHARACTER SPOT ART FOR *THE RESCUERS DOWN UNDER*

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AVAILABLE IN THE DISNEY VILLAINS SPOT ART POOL

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COVERS FOR *THE RESCUERS*

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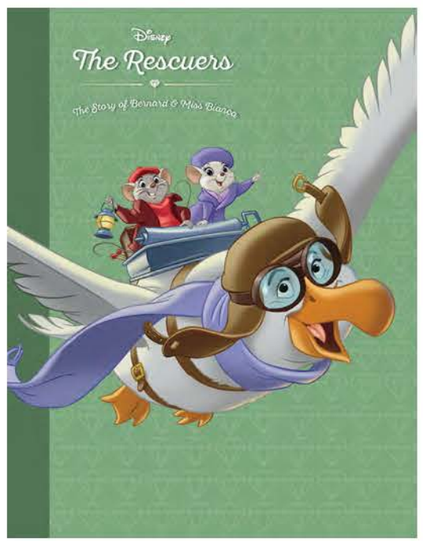

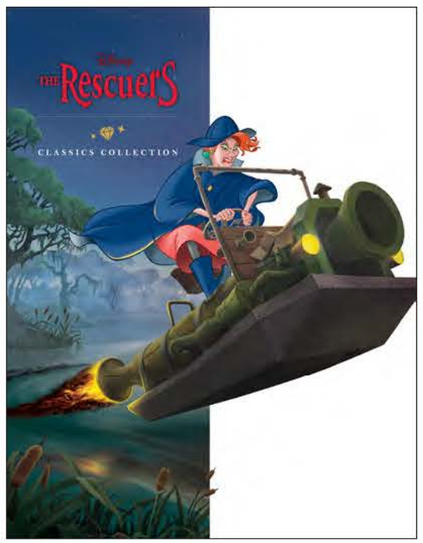

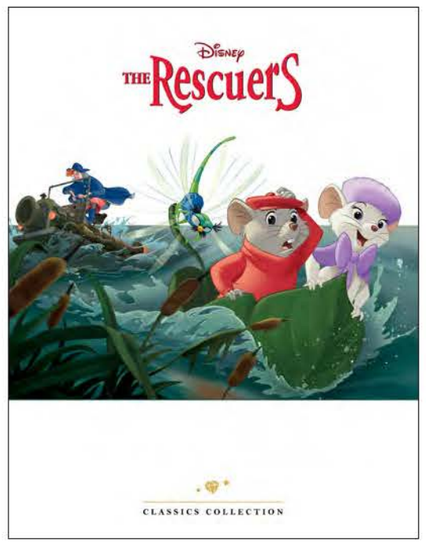

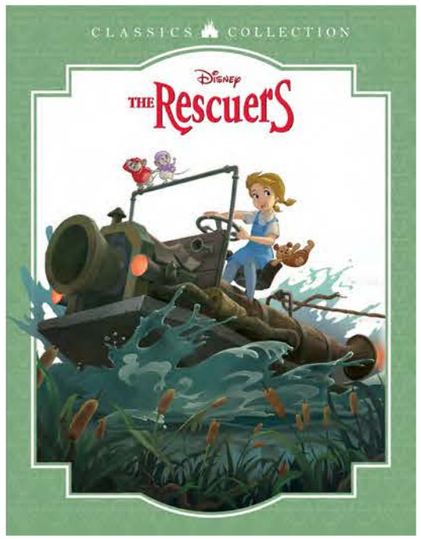

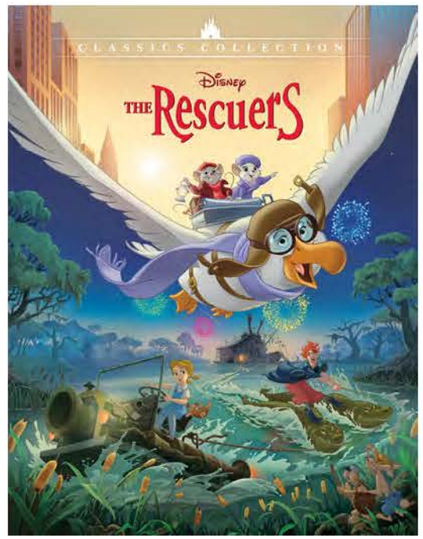

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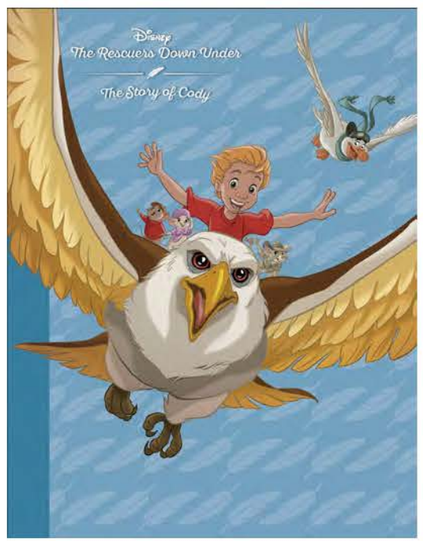

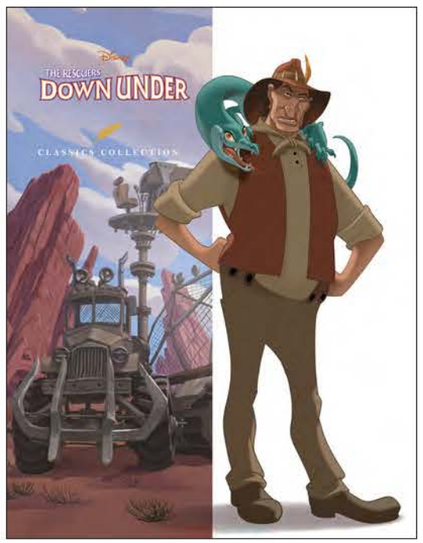

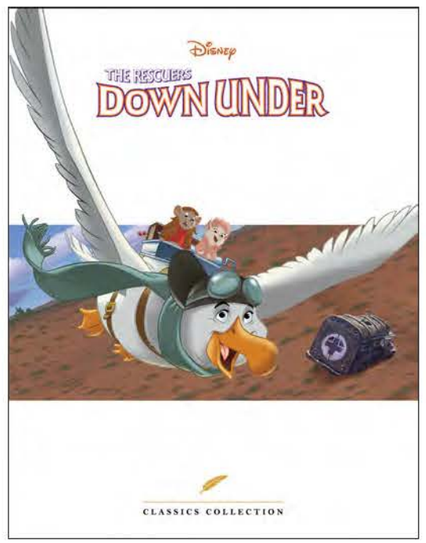

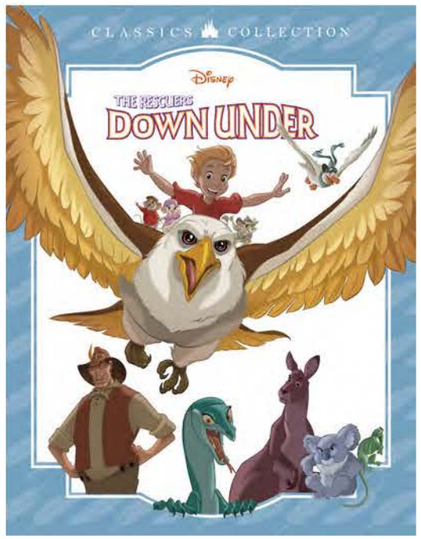

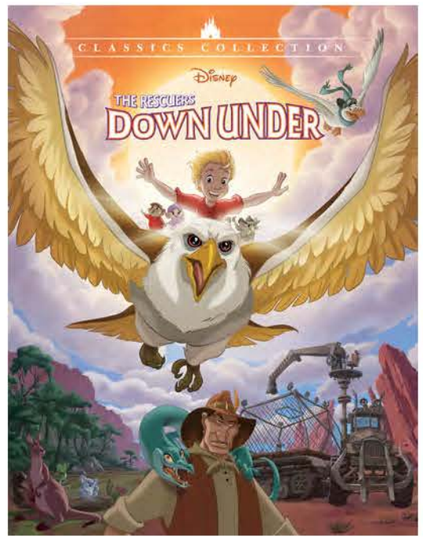

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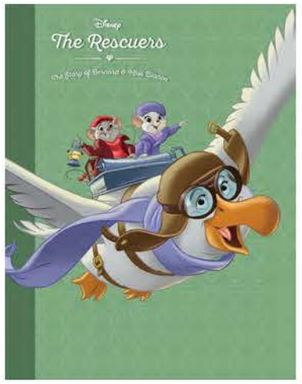
STORY INDEX

RETELLINGS FOR *THE RESCUERS*



THE RESCUERS CLASSIC STORYBOOK ART POOL

978DPWRSPB253
Ages 3–5
The 96-page classic storybook art pool for *The Rescuers*

RETELLINGS FOR *THE RESCUERS DOWN UNDER*

THE RESCUERS DOWN UNDER CLASSIC STORYBOOK ART POOL

978DPWR2PB257
Ages 3–5
The 96-page classic storybook art pool for *The Rescuers Down Under*

THE RESCUERS DOWN UNDER (BIG GOLDEN BOOK) [PAINT SCANS ONLY–PICK UP TEXT FROM CSAP]

978DPWR200716
Ages 6–12
A retelling of *The Rescuers Down Under* in the Big Golden Book format

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THE FOX AND THE HOUND (1981)

Next anniversary: Forty-fifth in 2026

As children, Tod the fox and Copper the hound meet and promise to be friends forever. However, as they grow and Copper fulfills his role as a hunting dog, their friendship is tested.

© Disney

PLOT SYNOPSIS

One day in the backwoods, an owl named Big Mama sees a vixen fleeing from a hunter drop a bundle and hurry on. Big Mama swoops down and finds a tiny fox cub—clearly now an orphan. With the help of the forest birds, she takes the cub to the human Widow Tweed's doorstep. The widow adopts the fox and names him Tod.

In the neighboring cabin, foul-tempered Amos Slade lives with his equally grouchy dog Chief and a new puppy named Copper. One day, Copper follows a strange scent into the forest. He meets Tod, and the two of them play hide-and-seek. Afterward, they promise that they will be best friends forever. Slade yells at Copper for running off, and the following day he is not allowed to leave home. When Copper fails to return to the forest, Tod goes to find him and runs into the snoring Chief—but then the big dog awakens and chases him. Tod leaps aboard Widow Tweed's passing truck just in time to avoid Amos's fury. Amos tells Widow Tweed that if he sees Tod again, the fox will be in big trouble. From then on, the widow keeps Tod inside.

Late in the autumn, Amos sets off for a winterlong hunting trip, and Tod is allowed back outside. When the hunter returns, both Tod and Copper have reached young adulthood—and Copper has become a hunting dog. One day, Chief, Amos, and Copper pursue Tod. Copper tracks him down but tells Tod that, for the sake of old times, just this once he will let him escape. But Chief is still on Tod's trail and catches him on a high railway bridge. Tod turns to run, but a train is coming. The slender fox fits between the railroad ties, but Chief is knocked into the ravine below. As Tod flees, Copper stands over his badly injured buddy and swears vengeance.

Widow Tweed realizes that Tod will only be safe far away, so she drives him to a game preserve. Tod falls in love with a beautiful vixen named Vixey. Meanwhile, Amos takes Copper on a hunt. Ignoring the "No Hunting" signs, he sets traps in the preserve to try to catch Tod. There is a scuffle with a bear, and Copper is injured. Tod tries to help but gets caught up with the bear and ends up face to face with Amos. Copper drags himself between Amos and Tod and refuses to move. Slowly, Amos decides to let Tod go and leaves, Copper limping along behind him. The dog looks back, and his smile tells the fox that they are indeed friends forever, just as they promised long ago.

© Disney

GUARDRAILS

WORLD RULES

- All the animals can speak to one another, but the human characters can't understand their speech. Humans hear their barks and whines as animal sounds.

OTHER FILM APPEARANCES

- These characters and their world make further appearances in the film *The Fox and the Hound 2*. However, before creating stories that cross to other properties or using non-*The Fox and the Hound*-affiliated assets, please clear with the DPW Classics franchise lead. They will review on a case-by-case basis.

LEGAL RESTRICTIONS

- Final-frame usage is not available for certain publishing categories, such as calendars. Please check with the DPW Classics franchise lead on a case-by-case basis.

HOLIDAYS AND SEASONAL USAGE

- Characters from *The Fox and the Hound* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	YES	YES	YES	YES	Thanksgiving

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** focus on the friendship among Tod, Copper, and the other animals.

DON'TS

- **Don't** use mature imagery from the film, including smoking and guns, and show traps or weapons only in a direct retelling context.
- **Don't** show scenes of animals dying.

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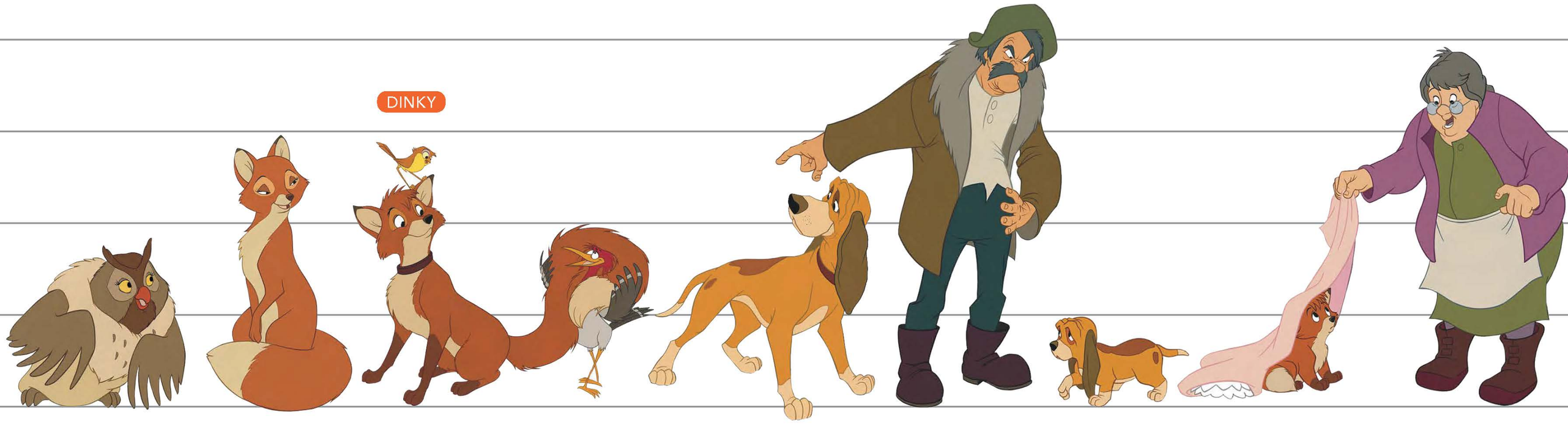
CHARACTER SIZE CHART



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CHARACTER BIOS

TOD

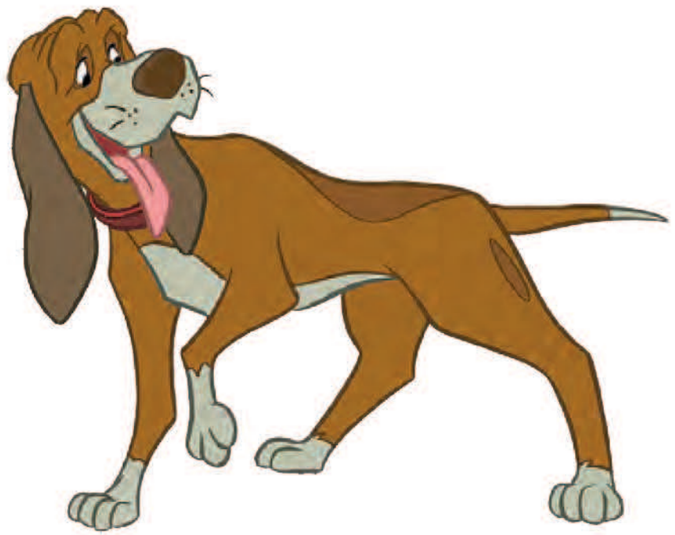
Young Tod is a fox, but he is as cuddly as a puppy and behaves like one. Both Big Mama and Widow Tweed adopt him, each in their different ways. Tod instigates the friendship between him and Copper, and he carries this into adulthood. And even though Copper explains that they are enemies, Tod risks his life to save his childhood friend. When Tod grows up, he is forest-wise with a heart of gold.

QUOTES

- "You're my very best friend."
- "And we'll always be friends, forever, won't we?"

© Disney

CHARACTER BIOS



COPPER

Copper is always obedient to his owner, Amos Slade. When he is a puppy he is kind, curious, and playful. But as he grows up, he becomes hardened and turns out to be a fickle friend to Tod, choosing Amos over Tod. However, after his former best friend risks his life to save Copper, Amos, and Chief, Copper proves that he can be a loyal friend and saves Tod's life.

QUOTES

- "Tod, I . . . I don't want to see you get killed. I'll let you go this one time."

© Disney

CHARACTER BIOS

WIDOW TWEED

Widow Tweed is a kindly older woman. She is caring and loves Tod very much. And when she has to, she puts Amos Slade in his place.

QUOTES

- "Tod won't bother you anymore, Mr. Slade. I've taken him to the wildlife sanctuary."

AMOS SLADE

Slade is a stern hunter who is strict but protective of his hunting hounds, Chief and Copper. He is utterly incorrigible, often acting belligerently toward Widow Tweed and Tod; he is determined to capture Tod. But Copper's late-discovered loyalty to Tod eventually opens Slade's mind to the possibility of kindness and compassion toward others.

QUOTES

- "I don't want your wicked fox near my hens, do you understand?"
- "Your stupid fox almost got my hound killed! You have no right keeping a mean and wild animal in your home!"

© Disney

CHARACTER BIOS

BIG MAMA

Big Mama is a mother figure to Tod, and she comforts him in times of distress.

QUOTES

- "Last night was pretty miserable for you, wasn't it, honey?"
- "Cheer up and look around. The forest is beautiful this morning."

CHIEF

Chief is a dog bearing both physical and personality resemblances to his owner, Amos Slade. Chief is a humorless old sourpuss with views identical to Slade's. Chief regards young Copper as an unwelcome intruder and agrees to help train him very reluctantly.

QUOTES

- "I'm gainin' on him now. He won't get away now!"
- "I've got him cornered now! It's . . . well, it's a big old badger."
- "No, no. It ain't a badger. It's a . . . it's a . . . it's a . . . fox! A FOX!"

© Disney

CHARACTER BIOS

VIXEY

Vixey is a vixen who falls in love with Tod after he is released into the wild. She is used to the forest and teaches Tod about what life is like out there. She and Tod live happily ever after together at the film's end.

BOOMER DINKY

BOOMER AND DINKY

Boomer, a woodpecker, and Dinky, a sparrow, are forest friends of Tod's who help him find a home with Widow Tweed. They often get distracted with chasing a caterpillar.

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DESIGN ASSETS

PATTERNS

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CSEU533107.ai

BADGES

CSEU598014.ai

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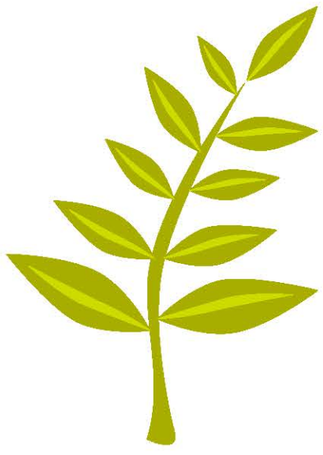
DESIGN ASSETS

ICONS



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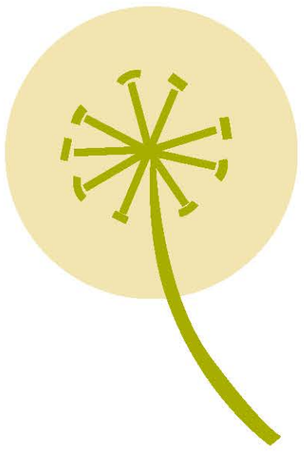

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CHARACTER SPOT ART

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CHARACTER SPOT ART

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CHARACTER SPOT ART

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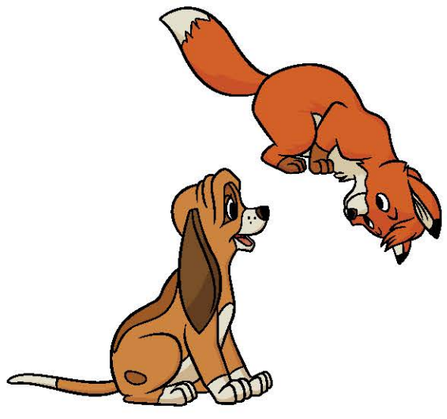

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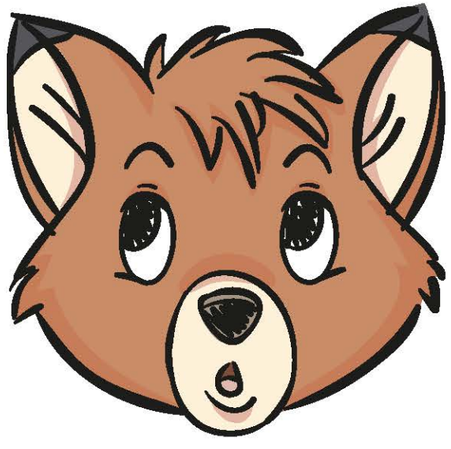
CHARACTER SPOT ART

AVAILABLE IN STYLE GUIDES



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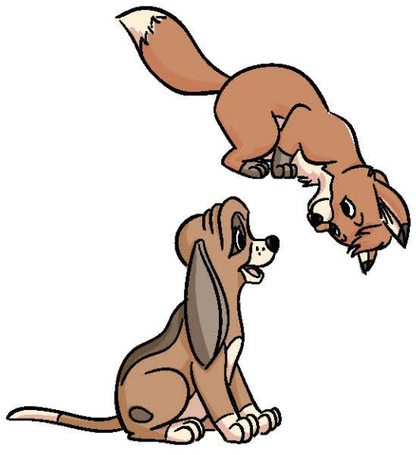

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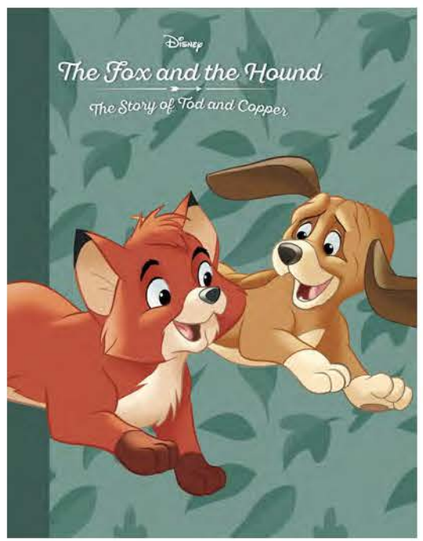
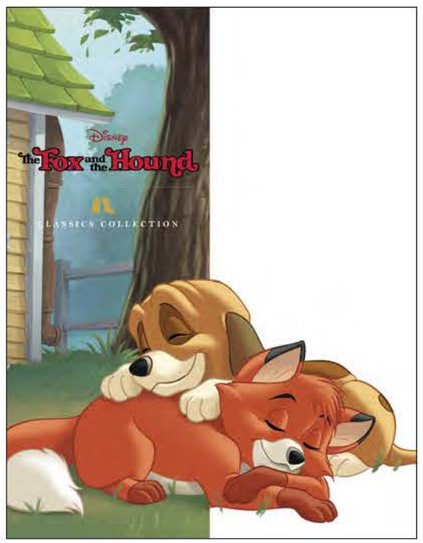
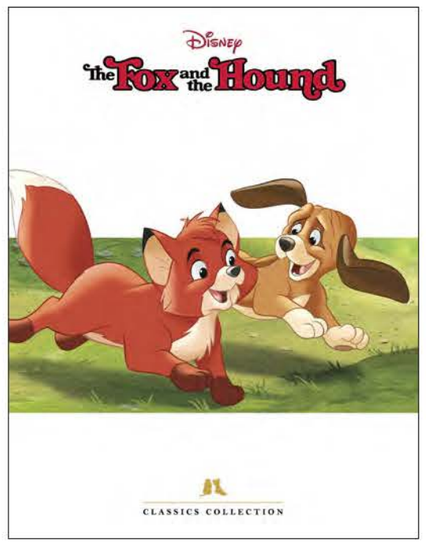
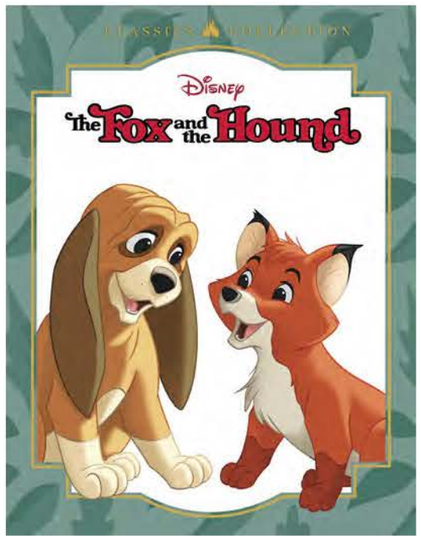
COVERS

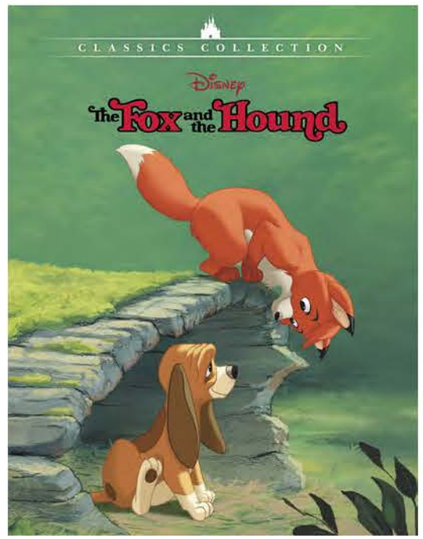
AVAILABLE IN THE DISNEY CLASSICS COVER POOL: 978DPWCCPB840











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STORY INDEX

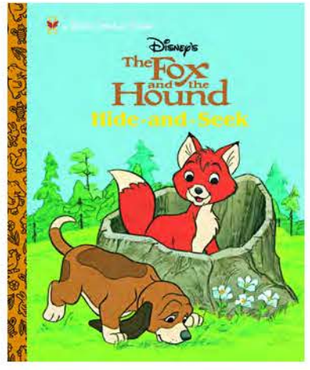
RETELLINGS

THE FOX AND THE HOUND CLASSIC STORYBOOK ART POOL

978DPWFHPB255

Ages 3–5

The 96-page classic storybook art pool for *The Fox and the Hound*

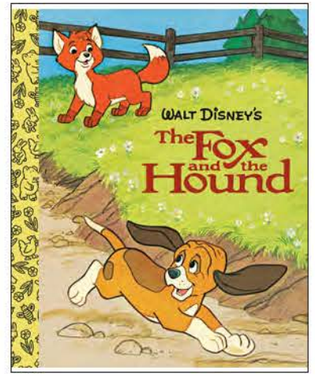


THE FOX AND THE HOUND: HIDE AND SEEK (LITTLE GOLDEN BOOK)

9780375836626

Ages 3–5

A Little Golden Book retelling the story of Tod and Copper



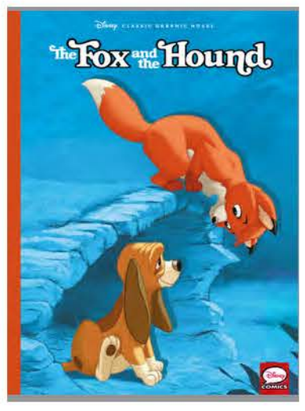
THE FOX AND THE HOUND (LITTLE GOLDEN BOOK BOARD BOOK)

9780736442053

Ages 3–5

A board book adaptation of the *Fox and the Hound* Little Golden Book

COMICS & GRAPHIC NOVELS



THE FOX AND THE HOUND GRAPHIC NOVEL

DPWFH11794

Ages 6–12

A refreshed retelling of the film *The Fox and the Hound* in comic format

COLORING & ACTIVITY

FOX AND HOUND FOREVER FRIENDS (COLORTIVITY)

810051461701B

Ages 3–5

A coloring and activity book starring characters from *The Fox and the Hound*

© Disney

THE GREAT MOUSE DETECTIVE (1986)

Next anniversary: Fortieth in 2026

Against the backdrop of nineteenth-century London, Detective Basil of Baker Street and Dr. Dawson help young Olivia Flaversham find her kidnapped father. The search leads them to Basil's longtime adversary, Professor Ratigan, whom they must prevent from overthrowing the queen.

© Disney

PLOT SYNOPSIS

On young Olivia Flaversham's birthday, her father, a toy maker, is kidnapped by Fidget the bat–the chief assistant to scheming Professor Ratigan. With help from the kindly Dr. Dawson, Olivia seeks out Basil, a famous detective who lives on Baker Street. Basil listens to Olivia's story and recognizes Fidget from her description. Clearly this case involves Basil's archenemy, Ratigan, who is plotting to overthrow Queen Moustoria and become king. He has kidnapped Flaversham in order to force him to build a robot replica of the queen.

Fidget appears at Basil's window but escapes before anyone can catch him. Determined to follow him, Basil enlists the help of the hound Toby. Fidget's trail leads Basil and company to a toy shop, where the bat is gathering supplies for Ratigan. After Basil and Dawson start sleuthing, they become separated from Olivia, and Fidget captures her. The flighty bat drops a paper holding instructions from Ratigan. Basil subjects it to chemical analysis and discovers that it must have come from a riverside pub called the Rat Trap, near where a sewer empties into the river Thames.

Basil and Dawson go to the pub, disguised as sailors. They are discovered and must escape after a fight breaks out. Still on Fidget's trail, they make their way through a maze of sewage pipes to Ratigan's lair–where Ratigan captures them. He ensnares Basil and Dawson in a complex mousetrap and, certain that his plan is foolproof, sets off to enact it. But Basil quickly figures out the machine's weakness, freeing himself and Dawson before rescuing Olivia.

Meanwhile, Ratigan and Fidget defeat the Royal Guard, kidnap the queen, and set in her place Flaversham's clockwork robot. This robotic Moustoria announces that she has decided to marry Ratigan, and he reads out the new laws he plans to put in place immediately, like taxing the poor and elderly. But Basil and Dawson arrive, seize the robot's controls, and expose Ratigan as an imposter.

Ratigan and Fidget recapture Olivia and flee in a pedal-powered airship. Basil swiftly builds his own aircraft, and he, Dawson, and Flaversham give chase. As they gain on the airship, Ratigan casts Fidget into the Thames, hoping to lighten the load. Then Ratigan's airship crashes through the face of Big Ben. Ratigan and Basil engage in battle admidst the clock's inner workings, and they both fall into the fog. It seems as if Basil is a goner, but moments later, he reappears, pedaling furiously on the remains of Ratigan's dirigible, and the day is saved. Basil invites Dr. Dawson to become his assistant, and they embark on their next case.

© Disney

GUARDRAILS

WORLD RULES

- The rodents in this world can talk to and understand each other, but humans can't understand their speech.
- Animals who are not shown speaking in the film, including Felicia the cat and Toby the basset hound, cannot speak to anyone. Both the rodents and humans hear their barks and meows as animal sounds.

LEGAL RESTRICTIONS

- The only publishing formats allowed for this film are newspaper and other comic strips, magazines, booklets and pamphlets, picture books, paint books, coloring books, cut-out books, novelty books, game books, puzzle books, and children's storybooks.

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- For all publishing, the following credit is required on the copyright page: The Disney movie *The Great Mouse Detective* is based on the Basil of Baker Street book series by Eve Titus and Paul Galdone.

HOLIDAYS AND SEASONAL USAGE

- Characters from *The Great Mouse Detective* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	NO	YES	YES	YES	NONE

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** highlight the friendships among Basil, Dr. Dawson, Olivia, and Toby.
- **Do** emphasize themes of friendship, loyalty, resourcefulness, and perseverance.
- **Do** focus storytelling on the animals of London, not the human characters like Sherlock Holmes in the background.

DON'TS

- **Don't** portray smoking and alcohol consumption, if avoidable.
- **Don't** emphasize suggestive themes or scenes, such as flirtatious exchanges between the barmaid and her customers, or the cabaret dancers' performance at the pub.
- **Don't** focus on Dr. Dawson's background of being stationed in the Queen's Regiment in Afghanistan.
- **Don't** focus on Fidget's peg leg or damaged wing as elements of humor or derision.

© Disney

CHARACTER SIZE CHART

TOBY

BASIL

OLIVIA

DR. DAWSON

FIDGET

RATIGAN

FELICIA

© Disney

CHARACTER BIOS

BASIL OF BAKER STREET

Basil is a renowned London detective who possesses both a luminous intelligence and a childlike sense of wonder. His big imagination and quick thinking help him keep up with his rival Ratigan's dastardly deeds. Though he occasionally falls into despair when his cleverness doesn't give him his desired results, he remains fearless and relentless. In the end, he uses his resourcefulness and deductive reasoning skills to defeat Ratigan and save the mouse community of London.

QUOTES

- "Actually it's . . . elementary, my dear Dawson."
- "There's always a chance, Doctor . . . as long as one can think."
- "Ratigan . . . no one can have a higher opinion of you than I have. . . . And I think you're a slimy, contemptible sewer rat!"

© Disney

CHARACTER BIOS

DR. DAVID Q. DAWSON

A surgeon of the Queen's Guard newly returned from abroad, Dr. Dawson represents the voice of maturity and common sense. Even so, he often makes spectacular mistakes with great consequences, such as losing Olivia and hindering Basil's pursuit of Ratigan. To his credit, Dawson is a good-hearted and likable cheerleader when it comes to Olivia and her case. His thoughtfulness, loyalty, and determination eventually help solve the case and earn him an invitation to be Detective Basil's righthand man.

QUOTES

- "We all make mistakes! But we can't let that stop us!"
- "Oh, pull yourself together! You can stop that villain!"
- "I know you can save us, but if you've given up, then why don't we set it off now and be done with it?"

© Disney

CHARACTER BIOS

OLIVIA FLAVERSHAM

Olivia is the courageous and quick-thinking daughter of Hiram Flaversham, determined to save her father from trouble. She can also be stubborn until she gets her way. While her kindness and innocence endear her to everyone who meets her, time and again she confronts danger with a brave face.

QUOTES

- "I . . . I'm lost. I-I-I'm trying to find Basil of Baker Street."
- "Now will you please listen to me? My daddy's gone, and I'm all alone."
- "Just wait! Basil's smarter than you! He's going to put you in jail. He's not afraid of a big old ugly rat like you."

© Disney

CHARACTER BIOS

HIRAM FLAVERSHAM

Olivia's father is a kindly toy maker who is gentle, mild, and fond of little ones. But he is also strong beneath his soft exterior. He is prepared to sacrifice himself rather than assist Ratigan in his diabolical scheme. It is only when the rat threatens to torment Olivia that Flaversham concedes defeat.

QUOTES

- "You can do what you want with me. I won't be a part of this . . . this . . . this evil any longer!"
- "Oh, I was so worried about my little girl."

© Disney

CHARACTER BIOS

PROFESSOR RATIGAN

Ratigan is a sewer rat who is ashamed of his species. An evil genius, he is vain, fearless, egomaniacal, ruthless, and ambitious—and he is determined to rule the rodent kingdom of London. This hunger for power and glory ultimately leads to his demise in the Thames, when Basil outsmarts him.

QUOTES

- "Oh, I love it when I'm nasty."
- "My friends, we are about to embark on the most odious, the most evil, the most diabolical scheme of my illustrious career. A crime to top all crimes . . . a crime that will live in infamy!"
- "This time, nothing, not even Basil, can stand in my way! All will bow before me!"
- "How dare that idiot Basil poke his stupid nose into my wonderful scheme and foul up everything!"

© Disney

CHARACTER BIOS

FIDGET

A peg-legged bat, Fidget is the devoted assistant to Professor Ratigan. Though he works hard to execute Ratigan's schemes, he can be bumbling, too. His allegiances do not pay off in the end, as Ratigan kicks him into the Thames in an effort to save himself.

QUOTES

- "Now I gotcha, toy maker."
- "I got the gears, I got the tools, I got the uniforms, I got the girl. Heh-heh-heh-heh!"
- "Here, kitty, kitty. Time for mouse chow."

© Disney

CHARACTER BIOS

TOBY

Even though Toby is Sherlock Holmes's basset hound, Basil has trained him for his own purposes. He acts like a puppy but obeys Basil much of the time. Toby dislikes Dawson and is always greeting him with a growl. But he adores Olivia—especially her belly scratches—and obeys her instructions.

FELICIA

Ratigan's cat is a spoiled, cowardly animal whose main contribution to Ratigan's schemes is to gobble up anyone who has hurt Ratigan's feelings.

© Disney

CHARACTER BIOS

MRS. JUDSON

Mrs. Judson is Basil's housekeeper. She makes the best cheese crumpets in London.

QUOTES

- "Let me fetch you a pot of tea and some of my fresh cheese crumpets."
- "Now . . . there's nothing to be afraid of, my dear."

QUEEN MOUSTORIA

Based on Queen Victoria, this queen is witty, graceful, and beloved by her subjects.

QUOTES

- "A present? Oh, how wonderful! Ah, I just adore Jubilees."
- "Professor Ratigan! Guards! Seize this despicable creature!"

© Disney

CHARACTER SPOT ART

AVAILABLE IN THE DISNEY ANIMALS SPOT ART POOL

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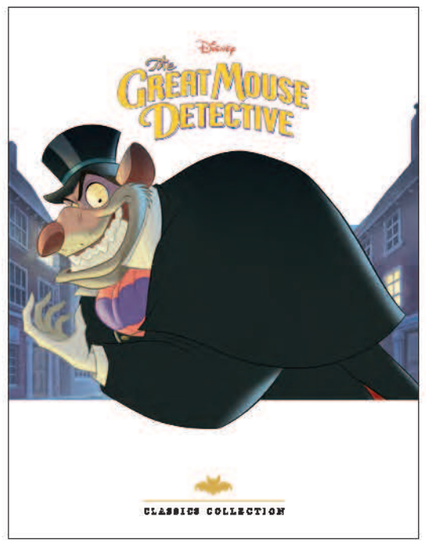
COVERS

AVAILABLE IN THE DISNEY CLASSICS COVER POOL: 978DPWCCPB840



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STORY INDEX

RETELLINGS

THE GREAT MOUSE DETECTIVE CLASSIC STORYBOOK ART POOL

978DPWGDPB256

Ages 6–12

The 96-page classic storybook art pool for *The Great Mouse Detective*

BASIL'S GREAT ESCAPE (LOOK LOOK BOOK) [PAINT SCANS ONLY]

978DPWGD01537

Ages 6–12

A retelling of Basil's great escape

COLORING & ACTIVITY

THE GREAT MOUSE DETECTIVE (STICKER FUN) [PAINT SCANS ONLY]

978DPWGDPS262

Ages 6–12

A coloring and activity book featuring characters and scenes from *The Great Mouse Detective*

© Disney

OLIVER & COMPANY (1988)

Next anniversary: Thirty-fifth in 2023

On the streets of 1980s New York City, an abandoned kitten named Oliver joins a ragtag group of canines, led by the debonair Dodger. Together, the dogs help their friend Fagin find the money he owes to a cruel loan shark—which leads them into an adventure they'll never forget.

© Disney

PLOT SYNOPSIS

On a rainy day in New York City, a box of abandoned kittens sits on the sidewalk. All are adopted except one—Oliver—who sets out on his own. Soon Oliver meets Dodger, a mutt who shows him how to steal food. Oliver follows Dodger, expecting him to split the goodies, but Dodger shoos him away. Feeling wronged, Oliver follows Dodger home to a barge on the river. While eavesdropping on Dodger and his dog pals, Oliver drops through the ceiling, and the group decides to take Oliver in as one of their own.

Soon Fagin, the barge's human owner, arrives. Fagin owes money to Sykes, a nefarious shipyard agent and loan shark who owns two Dobermans named Roscoe and DeSoto. Sykes gives Fagin an ultimatum: repay the money he owes within three days, or he will get hurt. Fagin and the animals, including Oliver, hit the streets to find money. They come up with a theatrical scheme to pillage a limousine owned by the wealthy Foxworth family. But their attempt fails, and Oliver falls into the arms of Jenny Foxworth, a lonely girl who adopts him.

Oliver really likes Jenny and is living the good life in spite of Georgette, Jenny's pampered poodle, who longs to get rid of him. In fact, Georgette is thrilled when Dodger and the group come to rescue Oliver, and helps them take him away. But Oliver misses Jenny and wants to return to her.

Fagin notices Oliver's new collar and deduces that the kitten was adopted by a wealthy family. Desperate to find the money to repay Sykes, Fagin holds Oliver for ransom. He lets Sykes know of his plan. When Jenny finds Fagin's ransom note, she sets out to the pier with her piggy bank to get her kitten back. Once Fagin realizes that Jenny is only a little girl, he gives Oliver back. But before she can leave, Sykes drives by and kidnaps Jenny, planning to extort money from her rich family. Oliver gets left behind and joins Dodger and the other dogs to rescue Jenny. A wild chase ensues through New York City, ending with Dodger and the group rescuing Jenny from Sykes and his Dobermans.

A little while later, Jenny celebrates her birthday with her new animal friends. Oliver decides that he'd like to live with Jenny and Georgette permanently, but he promises to stay friends with Dodger and the group and to visit them often.

© Disney

GUARDRAILS

WORLD RULES

- The animals can speak to each other, but not to humans. They understand humans, but they cannot respond to them with anything but animal noises and body language.
- Supernatural powers, mythical creatures, and other fantasy elements do not exist in this story, and they should not be added in extension stories.

HOLIDAYS AND SEASONAL USAGE

- Characters from *Oliver & Company* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	YES	YES	YES	YES	Thanksgiving

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** focus on themes of friendship, loyalty, and making a home for oneself.
- **Do** tell stories of adventure and heroism.
- **Do** portray the strong friendships among Oliver, Jenny, and Oliver's dog friends.

DON'TS

- **Don't** focus on mature, suggestive themes that relate to flirtation and seduction.
- **Don't** emphasize gratuitous violence.
- **Don't** romanticize homelessness by indicating that such a lifestyle is fun or carefree. But also avoid suggesting that wealth is the only path to happiness.
- **Don't** encourage petty theft or other criminal acts such as kidnapping or car theft.
- **Exercise caution** in the portrayal of the character Tito to avoid harmful cultural stereotypes.

© Disney

CHARACTER SIZE CHART

© Disney

CHARACTER BIOS

OLIVER

Oliver begins the story as a lonely, abandoned kitten. But once he strikes out on his own and proves his bravery and street smarts, he finds a place of belonging with Dodger's group of dogs and, eventually, a home with Jenny. Nonthreatening and cuddly, this kitten has strong emotions and will stand up for himself when necessary. He doesn't let Dodger intimidate him, and eventually sees him as a mentor and a friend. He is persistent when he feels he is owed something, and extremely loyal to Jenny and his group of dog friends.

QUOTES

- "We were good, huh? So when are we gonna eat?"
- "Hey, wait! I helped you get those! Half of those are mine!"
- "I was happy there. Why did you guys take me away?"
- "Well, I . . . I have another home now. And someone who loves me."

© Disney

CHARACTER BIOS

DODGER

Dodger is a street-smart mutt, fast on his paws, and a born leader. He is fearless and devoted–once he decides he likes you. He's easygoing as long as you don't ruffle his fur–or try to steal his hot dogs. Fun-loving and free-spirited, he is one cool canine and he knows it.

QUOTES

- "Fairs are for tourists, kid. Consider it a free lesson in street savoir faire from New York's coolest quadruped."
- "Could be time for Dodge to turn this into a total 'cat-astrophe.'"
- "I've been watching you. And I think you're in serious need of some professional guidance."
- "This city's got a beat. You gotta hook into it. And once you got the beat, you can do anything."
- "Absitively posolutely."
- "Hey! You're okay . . . for a cat."

© Disney

CHARACTER BIOS

TITO

Tito is a fast-talking, adventurous, and outgoing Chihuahua. When Tito wants something, he goes after it with determination. He's got a great sense of humor and is a terrific dancer. He loves to clown around, but takes romance very seriously after he meets Georgette.

QUOTES

- "Come on, *gato*. Uncle Tito will show you how it's done."
- "Yeah! That's right, man! He's family! He's blood!"
- "Allow me to introduce myself: I am Ignacio Alonzo Julio Frederico de Tito."
- "Ooh, I think she likes me, man!"
- "After you, my little croissant."

© Disney

FRANCIS

Francis is a cultured, artistic, and very British English bulldog. He loves performing for an audience, and would love to play Hamlet if given the chance. Francis is calm and dignified most of the time—as long as no one calls him Frank or Frankie!

QUOTES

- "My name is Francis. Fran-cis. Not Frank. Not Frankie. Francis."
- "Isn't it rather dangerous to use one's entire vocabulary in a single sentence?"
- "I'll handle that ruffian."
- "Oh, balderdash."

© Disney

CHARACTER BIOS

RITA

Rita is an Afghan dog who loves to tease Dodger and give him a hard time. She's as tough as they come, but has a smooth style and a calming presence.

QUOTES

- "Cool it, guys. It's just a cat."
- "We gotta clean you up, child, and give you some on-the-job training."
- "You guys, we can't let the kid take the heat for us."

EINSTEIN

Einstein is a slow-moving, slow-speaking Great Dane who acts as Tito's foil. When he participates with the group's schemes, he likes to act the part of the dumb "lunk" who doesn't mind getting hurt.

QUOTES

- "Why don't you pick on someone your own size?"

© Disney

CHARACTER BIOS

SYKES

Sykes is a coldhearted loan shark who operates out of a warehouse by the docks. He loaned Fagin a large sum of money and expects prompt repayment—or else. A villainous scoundrel, Sykes will do anything—threatening, blackmailing, and even kidnapping innocent victims—to get what he's owed.

QUOTES

- "I don't think you grasp the severity of the situation."
- "Three sunrises. Three sunsets. Three days, Fagin."
- "So, Fagin. Did we bring something green and wrinkly to make me happy?"
- "What is this, a slumber party? Get goin', ya stupid mutts!"

NOTE

Sykes is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

© Disney

ROSCOE

DESOTO

ROSCOE AND DESOTO

Roscoe and DeSoto are Sykes's brutal Doberman henchdogs, who bully, threaten, and use scare tactics every chance they get. Roscoe wears a red collar, and DeSoto wears a blue collar.

QUOTES

- **Roscoe:**
  "What's the occasion? Come to rescue your little friend?"
  "You guys miss us?"
- **DeSoto:**
  "I like cats. I like to eat 'em."

NOTE

Roscoe and DeSoto are official Disney Villain sidekicks. For more information, please refer to the Disney Villains Tool Kit .

© Disney

CHARACTER BIOS

JENNY

Jenny is a good-natured little girl who adores and adopts Oliver. She comes from a wealthy family but is often lonely, with only her pets, Oliver and Georgette, and butler, Winston, to keep her company. Her parents travel all the time—even on her birthday. Still, Jenny manages to keep a sunny outlook and a kind heart.

QUOTES

- "But look at the poor thing, Winston, he's half-starved."
- "Don't worry, kitty. I'll take care of you."
- "Oh, no. Georgette, something terrible has happened. They've kidnapped Oliver."
- "Stick close, Georgette. It's creepy down here."
- "What kind of a person would steal a poor little kitty?"

GEORGETTE

Georgette is a pampered, spoiled poodle who at first has no use for Jenny, the group, or Oliver unless there's something they can do for her. But once she realizes how much Jenny loves Oliver, she feels guilty for selfishly wanting to get rid of him and helps the group try to reunite them. And although she finds Tito's flirtation annoying at first, she eventually warms to his charm.

QUOTES

- "Cat. What is the meaning of this? Bark, bark! Winston! Bark, bark, bark!"
- "I, um, hope you won't think me rude, but do you happen to know out of whose bowl you're eating?"
- "Well, it may be Jenny's house, but everything from the doorknobs down IS MINE!"
- "I mean, do you even know who I am? Fifty-six blue ribbons. Fourteen regional trophies. Six-time national champion!"
- "If you think I'm intimidated by a bunch of flea-bitten dog-pound rejects . . ."
- "Well, it's nice to see that one of you has some manners."

© Disney

CHARACTER BIOS

© Disney

WINSTON

As the Foxworth family's butler, Winston is patient and calm—and the only adult with a consistent presence in Jenny's life.

QUOTES

- "Now, really, Jenny. We can't just take in a stray off the street."
- "Rise and shine, Georgette. Your public awaits."
- "My goodness! Jenny! Don't you think a tin of kitty chow would have sufficed?"
- "What a delightful scoundrel."

CHARACTER SPOT ART

AVAILABLE IN THE DISNEY ANIMALS SPOT ART POOL

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AVAILABLE IN THE DISNEY VILLAINS SPOT ART POOL

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© Disney

CHARACTER SPOT ART

AVAILABLE IN STYLE GUIDES

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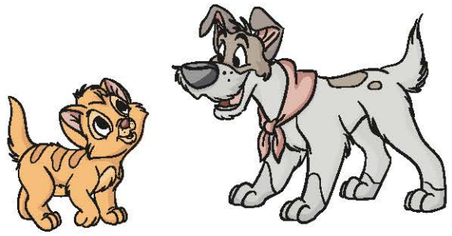

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CHARACTER SPOT ART

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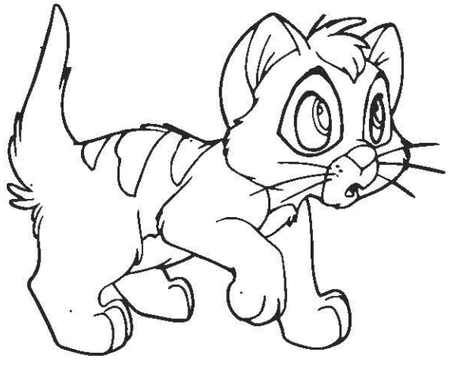

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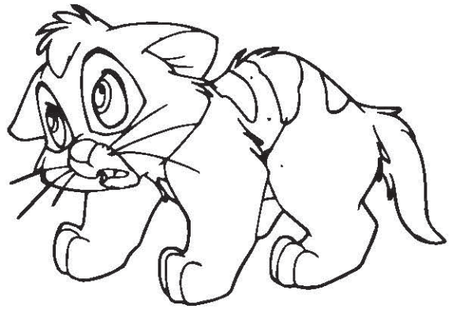

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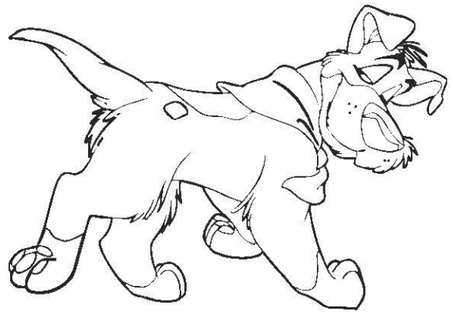

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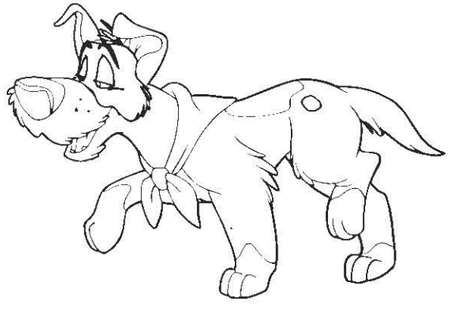

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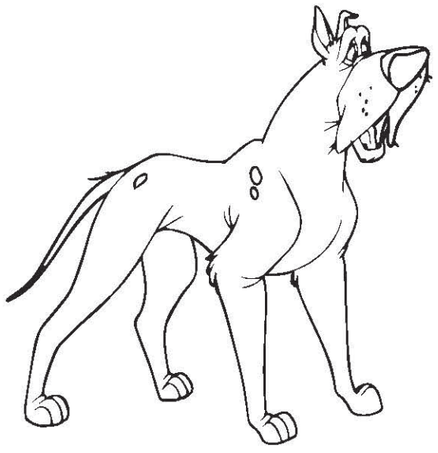

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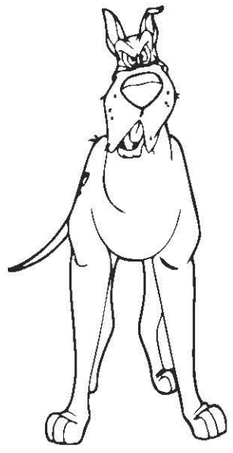

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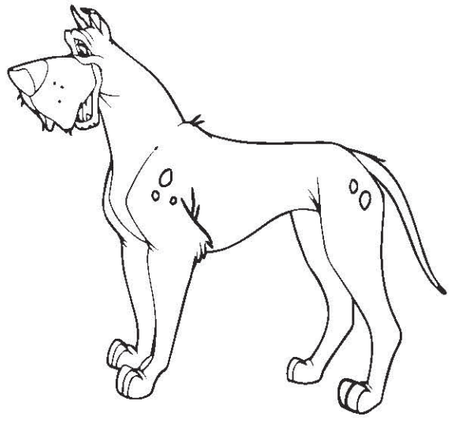

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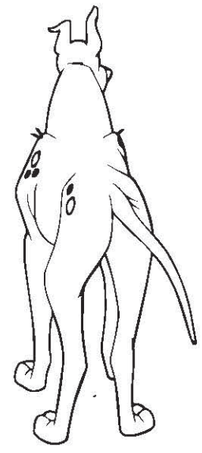

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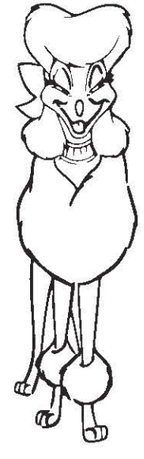

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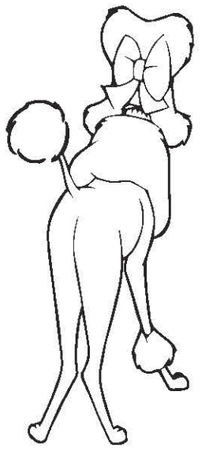

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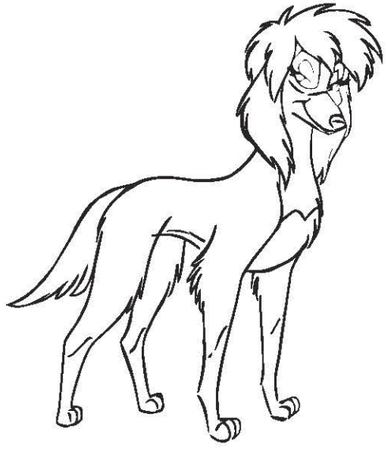

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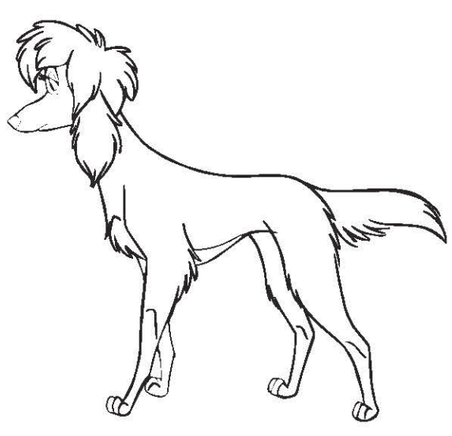

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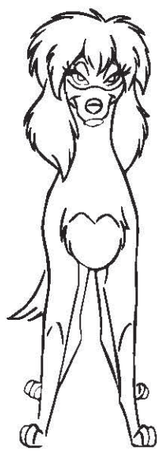

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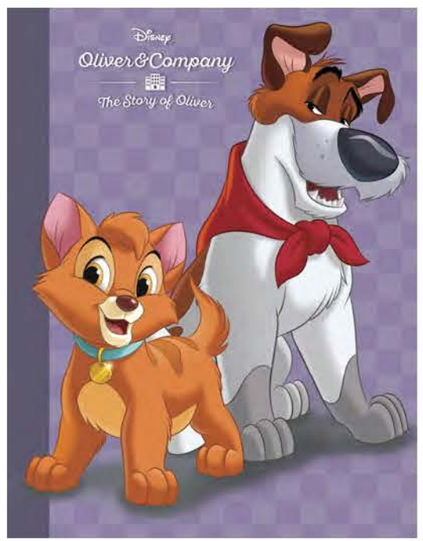

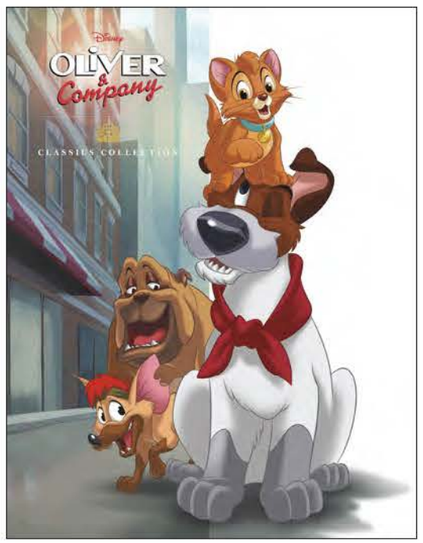

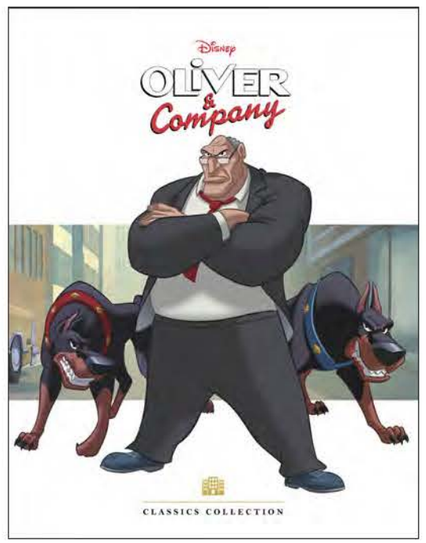

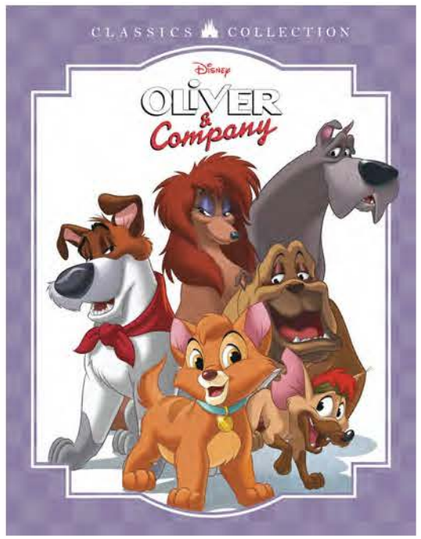

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STORY INDEX

RETELLINGS

***OLIVER & COMPANY* CLASSIC STORYBOOK ART POOL**
978DPWOCPB250
Ages 3–5
The 96-page classic storybook art pool for *Oliver & Company*

COMICS & GRAPHIC NOVELS

***OLIVER & COMPANY* GRAPHIC NOVEL**
DPWOCEGN01
Ages 6–12
A retelling of the film *Oliver & Company* in comic format

COLORING & ACTIVITY

OLIVER & COMPANY
978DPWOC02168
Ages 6–12
A coloring and activity book starring the characters from *Oliver & Company*

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THE LION KING (1994)

Next anniversary: Thirtieth in 2024

Simba, the lion prince, must come to terms with his identity and find the courage to reclaim the Pride Lands from his evil uncle.

© Disney

PLOT SYNOPSIS

A young lion cub, Simba, struggles to find his place in nature's "Circle of Life" and follow in the regal paw prints of his father, the great King Mufasa. Simba would much rather spend time gallivanting around the Pride Lands with his best friend, a female lion cub named Nala, than learn about the royal responsibilities he will one day take on—much to the chagrin of the king's majordomo, a hornbill named Zazu. One day, after Simba's uncle, Scar, tells Simba and Nala that only the bravest lions dare to visit the Elephant Graveyard, they run off to explore. A group of laughing hyenas find them, but Mufasa arrives to save them. Afterward, Mufasa and Simba have a heart to heart. Mufasa tells Simba that the great kings of the past look down at them from the stars and that they will always be there to guide Simba in his time of need.

Meanwhile, Scar, who purposefully sent the cubs into danger, tells the hyenas that he plans to usurp Mufasa and take over the Pride Lands. The next day, Scar tells Simba to wait for his father in the gorge. The hyenas start a stampede of wildebeests in Simba's direction, and Mufasa hurries to save his son. He manages to get Simba to safety, but he needs Scar's help to climb out of the gorge. Scar lets go of Mufasa's paws, and Mufasa is trampled to death.

Simba discovers his father's body in the gorge. Scar tells Simba that Mufasa's death was his fault and urges him to run away and never return. A frightened and guilt-stricken Simba flees into exile and is befriended by a wacky but warmhearted warthog, Pumbaa, and his freewheeling meerkat companion, Timon. Simba adopts their no-worries attitude toward life, living on a diet of bugs and taking things one day at a time as he matures into a young adult.

One day years later, an adult Nala finds Simba and tells him that Scar has ruined the Pride Lands. She begs him to return to take back the throne. Simba refuses at first but then runs into the wise baboon, Rafiki, who tells Simba that his father's spirit lives on in him and that he must accept his responsibility. Simba agrees to go back to the Pride Lands with Nala, Timon, and Pumbaa. He and his friends defeat Scar and his army of hyenas, and Simba takes his rightful place as the Lion King.

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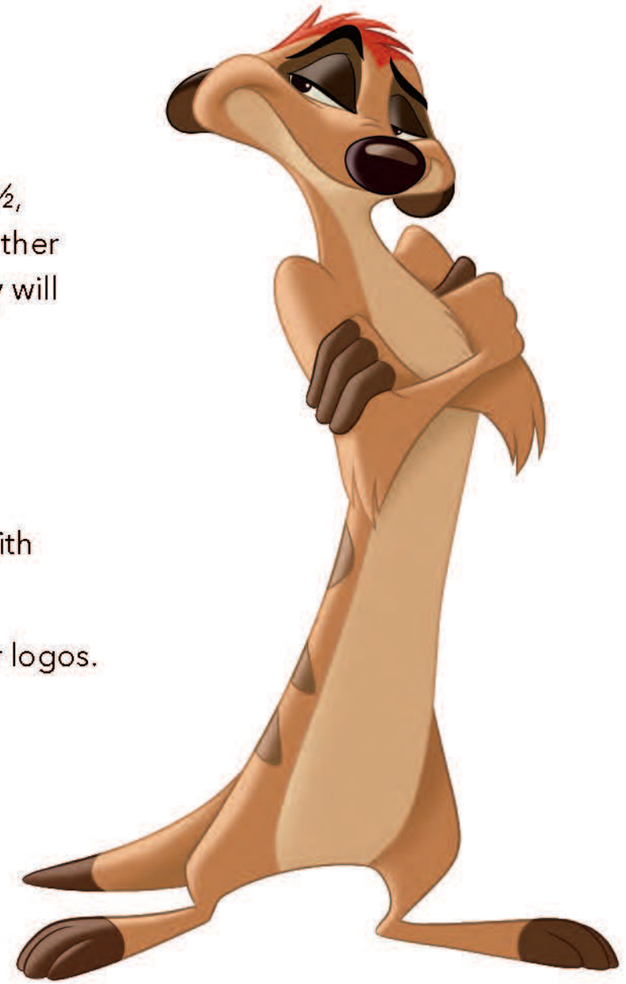
GUARDRAILS

WORLD RULES

- Magic does not exist in this world outside the scene in which Simba sees his father's image in the sky.
- There are no humans in this world, and references to human objects, pop culture, or history should be avoided.

OTHER FILM AND TV APPEARANCES

- Assets from the live-action *The Lion King* should not be mixed with assets from this film.
- These characters and their world appear again in the films *The Lion King II: Simba's Pride* and *The Lion King 1½*, and the TV shows *Timon & Pumbaa* and *The Lion Guard*. However, before creating stories that cross to these other properties or using non-*The Lion King*-affiliated assets, please clear with the DPW Classics franchise lead–they will review on a case-by-case basis.



LEGAL RESTRICTIONS

- There are limitations in using the song "Hakuna Matata", and it cannot be used in EMEA. Before use, consult with Disney Music Publishing regarding permissions and possible royalties.
- The words *hakuna matata* cannot be used in editorial by themselves; they must be tied to character art and/or logos.

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- If permission is obtained to use the song "Hakuna Matata," the following copyright must be used: "Hakuna Matata" © 1994 Wonderland Music Company, Inc.

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HOLIDAYS AND SEASONAL USAGE

- Characters from *The Lion King* may not appear in holiday-themed storytelling, but they may appear in appropriate generic seasonal storytelling. All portrayals of seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
NO	NO	NO	NO	YES	NONE

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EDITORIAL GUIDELINES

DOS

- **Do** highlight the strong father-son relationship between Simba and Mufasa, and the friendships among Simba and Nala, Timon, and Pumbaa.
- **Do** keep story settings in the Pride Lands and the area where Simba lives with Timon and Pumbaa.
- **Do** focus on themes of family, friendship, responsibility, and good vs. evil.

DON'TS

- **Don't** show any of the carnivorous species (lions, hyenas, etc.) eating other animals.
- **Don't** introduce new animal characters that would not be found in the Pride Lands of Africa.
- **Don't** show art of younger Simba and Nala on the same page as older Simba and Nala.
- **Don't** refer to Simba's cub at the end of the movie as his daughter. The cub does not have a known gender.
- **Exercise caution** when portraying the character Scar to avoid leaning into negative stereotypes about the queer community.

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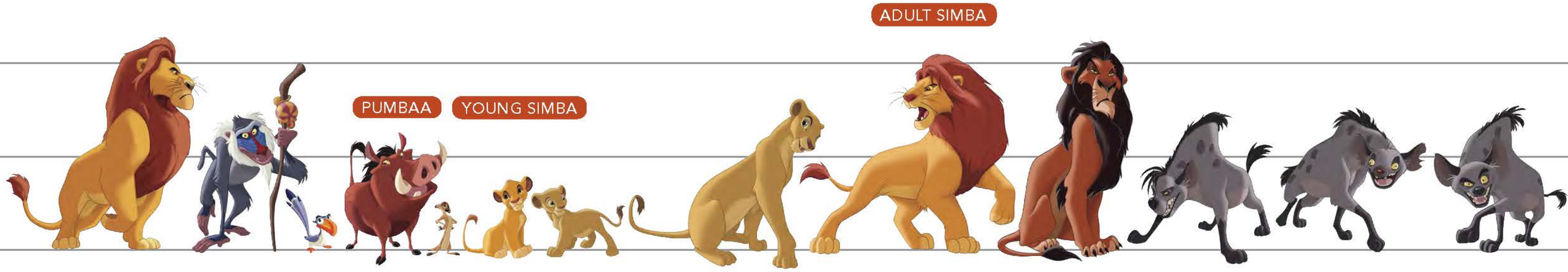
CHARACTER SIZE CHART



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CHARACTER BIOS

SIMBA

Simba is the son and heir to King Mufasa. He adores his father, who teaches him to respect all creatures, great and small, because they are all part of the "Circle of Life." As a cub, he is playful, funny, silly, and naive, preferring to spend his days exploring the Pride Lands with his best friend, Nala. After his father's death, he is initially scared and desperate to forget his past, and he runs away at Scar's urging. But with help from his friends—and the realization that his father still lives on in him—Simba springs into action to save the Pride Lands from Scar's reign. At the film's end, he takes his rightful place in the Circle of Life as the new Lion King, with Nala at his side.

QUOTES

- "My dad just showed me the whole kingdom. And I'm going to rule it all."
- "Danger? Ha! I walk on the wild side. I laugh in the face of danger."
- "No, I'm not the king. Maybe I was gonna be, but . . . that was a long time ago."
- "It doesn't matter. *Hakuna matata* . . . It's something that I learned out here. Look, sometimes bad things happen and there's nothing you can do about it. So why worry?"
- "I can't go back. What would it prove, anyway? It won't change anything. You can't change the past. You said you'd always be there for me! But you're not. It's because of me. It's my fault. It's my fault."

© Disney

CHARACTER BIOS

NALA

Sweet, loyal Nala is Simba's best friend and companion since childhood, and she is always ready to go on adventures with him. After Simba disappears, brave Nala is the one to find and convince her long-lost friend to return to the Pride Lands and overthrow his cruel uncle, Scar. When Simba finally takes the throne, he and Nala start their own family, and she becomes queen of the Pride Lands.

QUOTES

- "So how are we going to ditch the dodo?"
- "And your mother. What will she think?"
- "What else matters? You're alive. And that means you're the king."
- "It's like you're back from the dead. You don't know how much this will mean to everyone . . . what it means to me."

© Disney

CHARACTER BIOS

TIMON

Timon is a wisecracking meerkat who leads the lifestyle of no worries, no responsibilities, and no cares. He and his best friend, Pumbaa, welcome the young, lost Simba into their circle, teaching him to follow this philosophy into adulthood. Later, even though they realize it will change their no-worries lifestyle forever, they both lend a hand in saving the Pride Lands and restoring Simba to his throne.

QUOTES

- "I'm tellin' ya, kid, this is the great life. No rules. No responsibilities."
- "Ohh, talk about your fixer-upper. Well, Simba, if it's important to you, we're with you to the end."

© Disney

CHARACTER BIOS

PUMBAA

Pumbaa is a lovable warthog and loyal friend. Like his best friend, Timon, he lives a life of no worries, no responsibilities, and no cares, and he helps pass on this lifestyle to his new friend, Simba. Although he is a sensitive soul, Pumbaa discovers that he is a warrior at heart (even if he is a silly one) after teaming up with his friends to help Simba take back the Pride Lands.

QUOTES

- "Me, too. I ate like a pig."
- "I grovel at your feet."
- "They call me Mister Pig!"
- "Keep runnin', ya yellow belly!"

© Disney

CHARACTER BIOS

MUFASA

The stern but kind leader of the Pride Lands, Mufasa is a caring and nurturing father to Simba and adoring husband to Sarabi. He is courageous yet cautious, and all the animals respect him, except for his jealous brother, Scar—but Mufasa still looks out for him, hoping that someday he will change. Mufasa tragically dies while protecting Simba from danger, but even after death, he encourages Simba to embrace his heritage and step up to save the Pride Lands.

QUOTES

- "A king's time as ruler rises and falls like the sun. One day, Simba, the sun will set on my time here and will rise with you as the new king."
- "There's more to being king than getting your way. . . . Everything you see exists together in a delicate balance. As king, you must understand that balance, and respect all the creatures from the ant to the antelope."
- "Simba, being brave doesn't mean you look for trouble."
- "Let me tell you something my father told me. Look at the stars. The great kings of the past look down on us from those stars."
- "'Cause nobody messes with your dad."

SARABI

Sarabi is Mufasa's wife and Simba's mother. She looks after Nala and Simba with great affection and compassion. She is unafraid of Scar or his hyena hordes and stands up to him after he drives all the food out of the Pride Lands. Along with the other lionesses, she bravely battles Scar and his minions upon Simba's return.

© Disney

CHARACTER BIOS

SCAR

Scar, the evil brother of King Mufasa and in line to the throne after Simba, wants to be king. He is witty, slimy, and and charming, and will do anything to gain power–even if it means killing his brother in a wildebeest stampede and blaming Simba for the death. After Simba disappears into the endless savannah, Scar becomes king of the Pride Lands, but his ineffective leadership leads to famine and suffering. Years later, Simba returns to challenge the cowardly Scar. After battling Simba, Scar ends up falling off a cliff into a fiery pit, where he is left to the hungry hyenas.

QUOTES

- "Why, if it isn't my big brother descending from on high to mingle with the commoners."
- "Run away, Simba. Run. Run away and never return."

NOTE

Scar is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

© Disney

CHARACTER BIOS

SHENZI

BANZAI

ED

THE HYENAS: SHENZI, BANZAI, AND ED

Scar's henchmen hyenas offer comic relief–the ringleader Shenzi, the dim troublemaker Banzai, and the speechless but always laughing Ed.

QUOTES

Shenzi:

- "Look at you guys. No wonder we're danglin' at the bottom of the food chain."

Banzai:

- "Man, that lousy Mufasa. I won't be able to sit for a week."
- "I hate lions . . . and, man, are they ugly!"
- "Now, you, Scar, I mean, you're one of us. I mean, you're our pal."

NOTE

The hyenas are official Disney Villains sidekicks. For more information, please refer to the Disney Villains Tool Kit.

© Disney

RAFIKI

Rafiki is a wise baboon and seer. He's somewhat mysterious and a little eccentric. Rafiki helps Simba understand his plight and destiny.

QUOTES

- "It means you are a baboon. And I'm not."
- "Wrong! I'm not the one who's confused. You don't even know who you are."
- "Look harder. You see, he lives in you."
- "Change is good."

© Disney

ZAZU

Zazu is a hornbill who serves as Mufasa's steward. He takes his job very seriously. He's officious and a worrier, and acts as Simba's caretaker. He puts up with a lot of teasing from Simba but still watches out for the young, rambunctious lion.

QUOTES

- "Good morning, Sire. Checking in with the morning report . . . Well, the buzz from the bees is that the leopards are in a bit of a spot. . . . The baboons are going ape. . . . Of course, the giraffes are acting like they're above it all."
- "Little seeds of romance blossoming in the savannah. Your parents will be thrilled, what with your being betrothed and all."
- "And with an attitude like that, I'm afraid you're shaping up to be a pretty pathetic king indeed."

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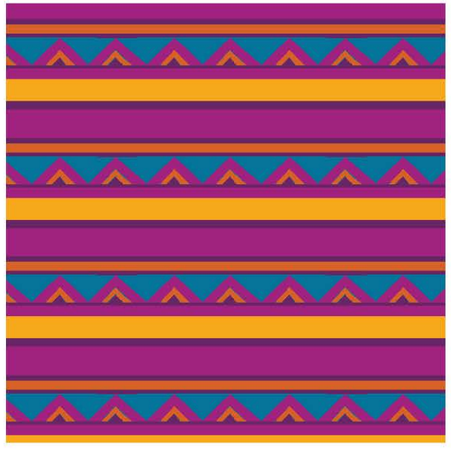

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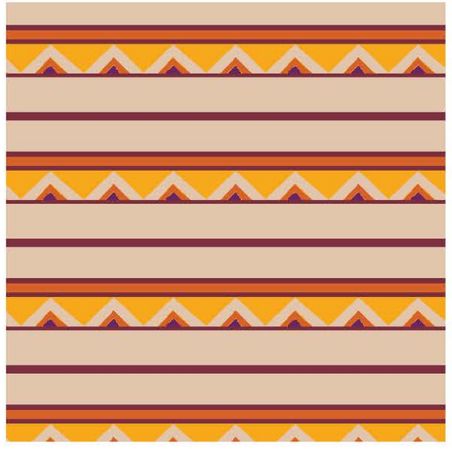

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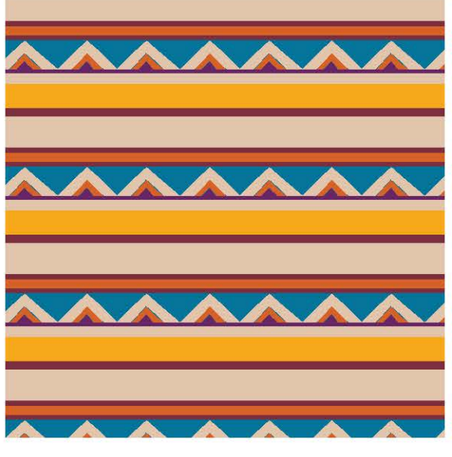

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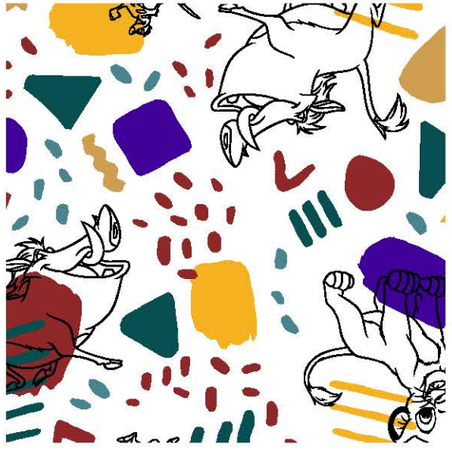

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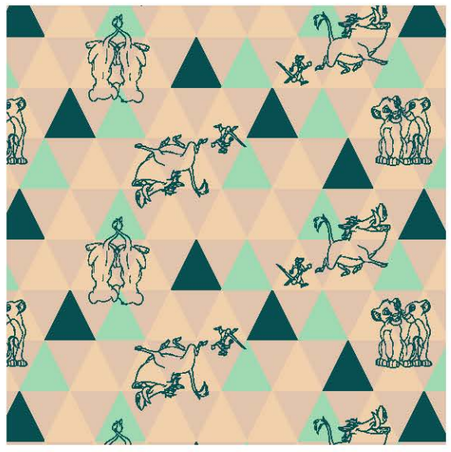

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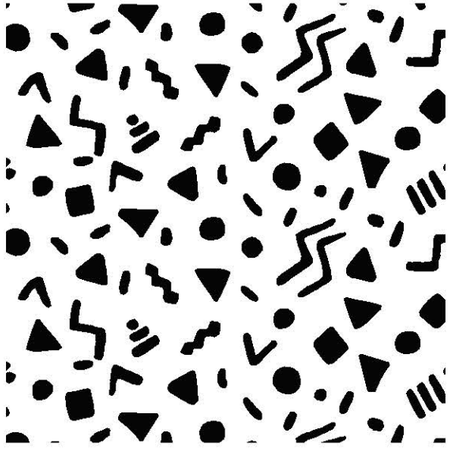

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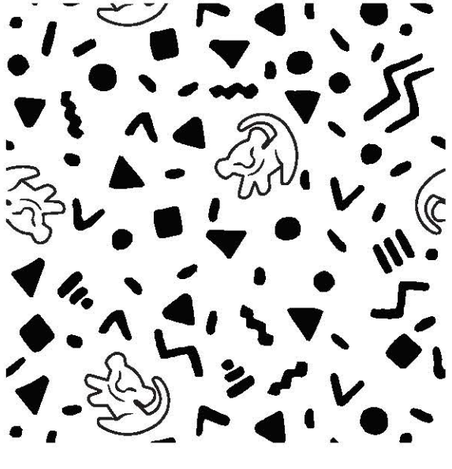

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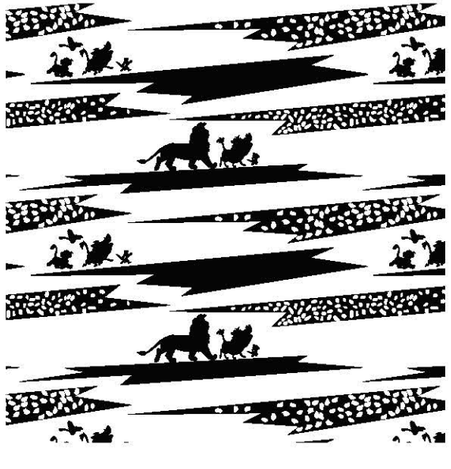

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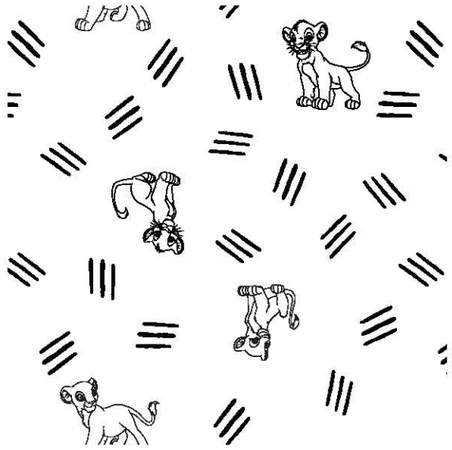

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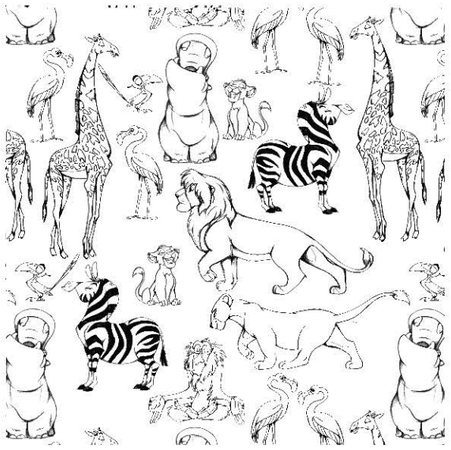

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DESIGN ASSETS

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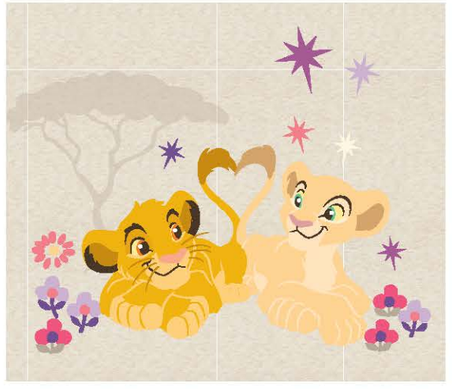

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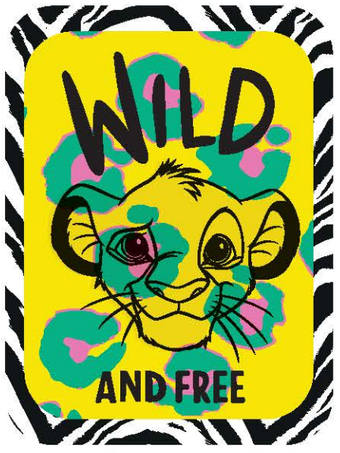

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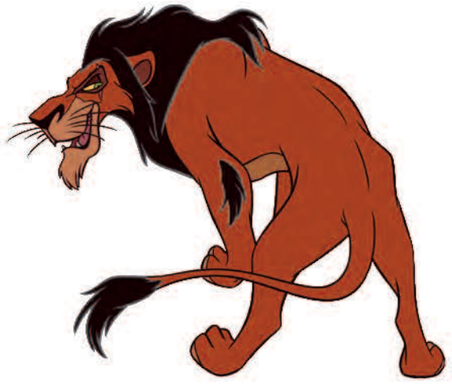

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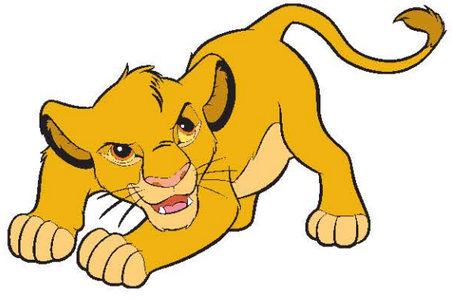

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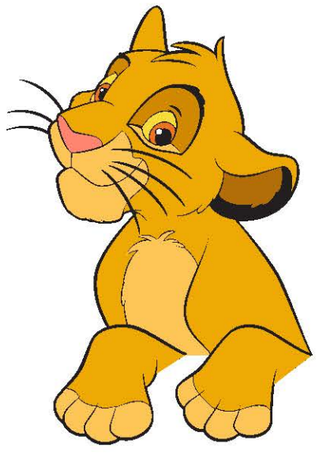

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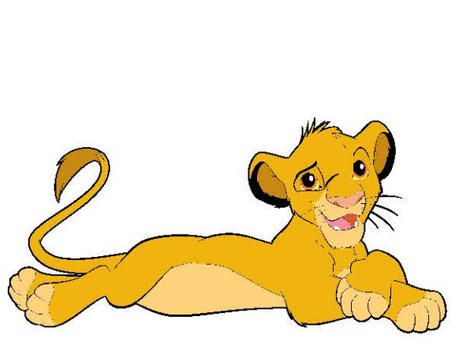

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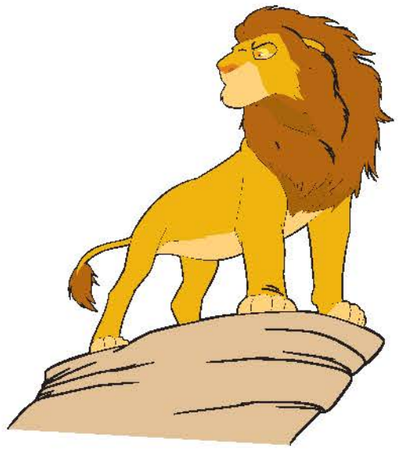

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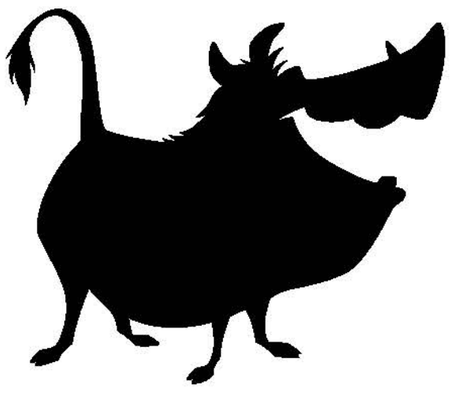

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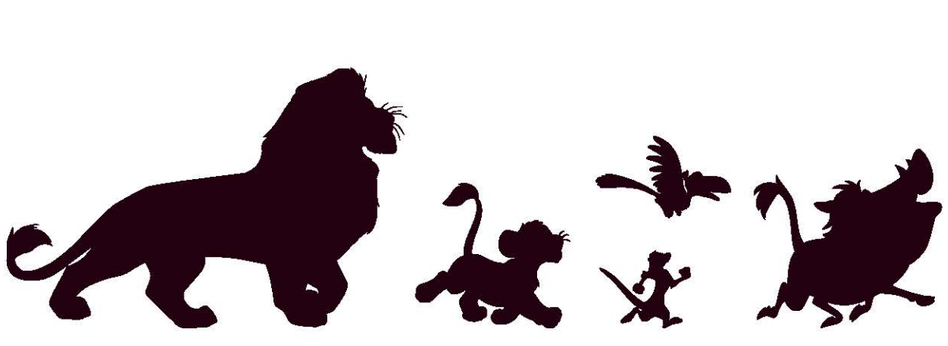

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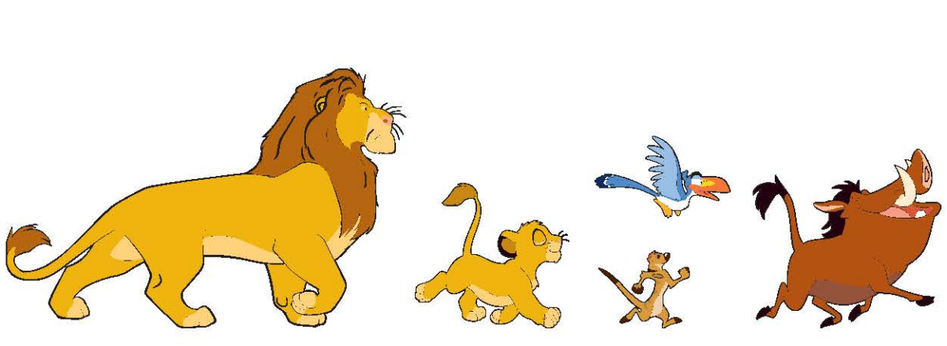

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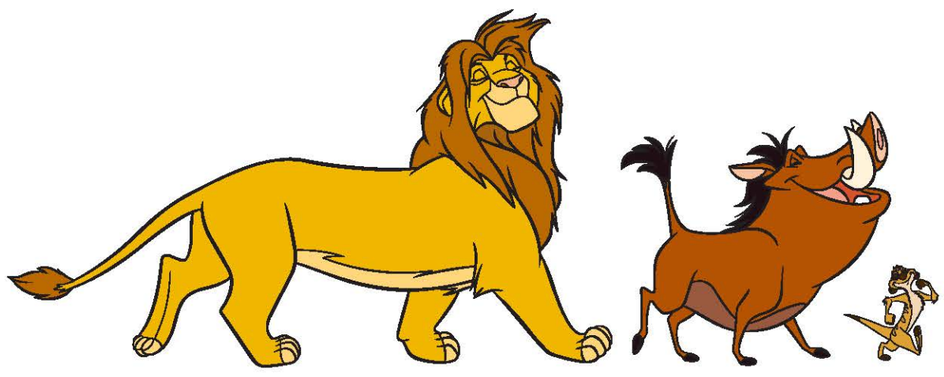

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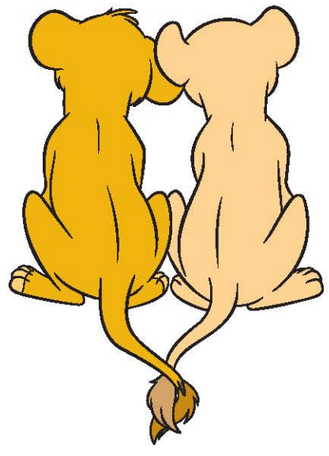

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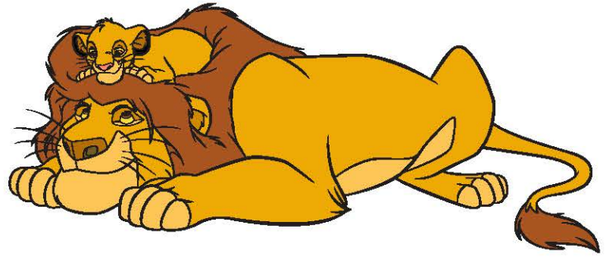

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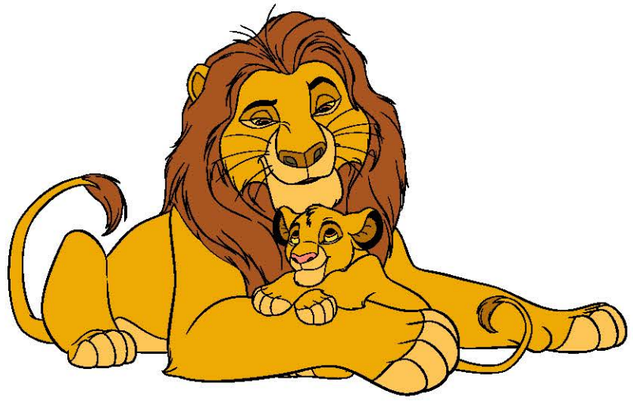

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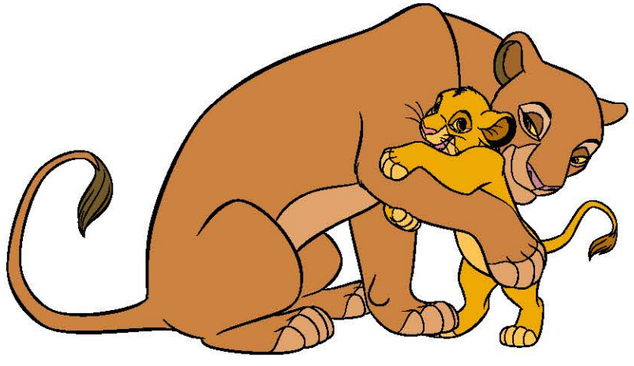

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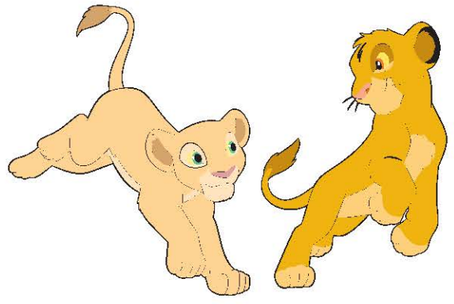

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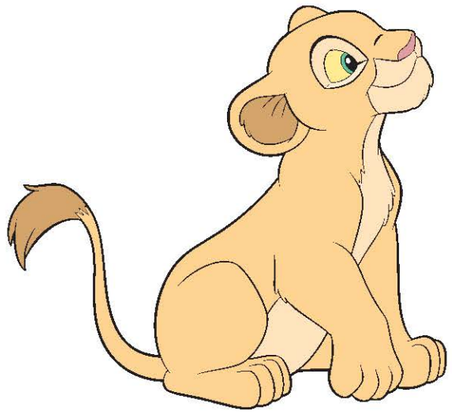

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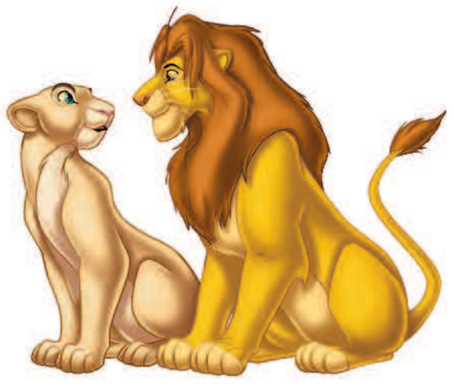

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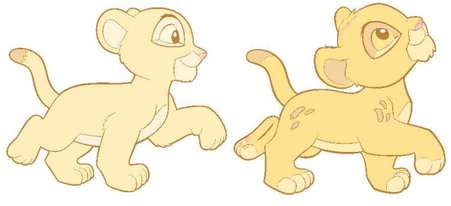

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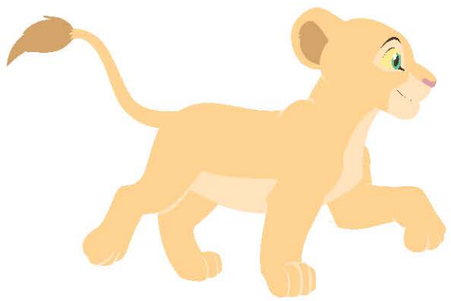

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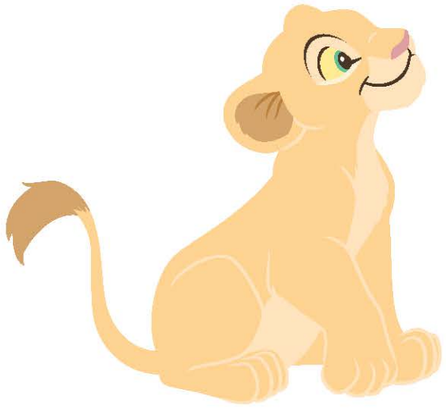

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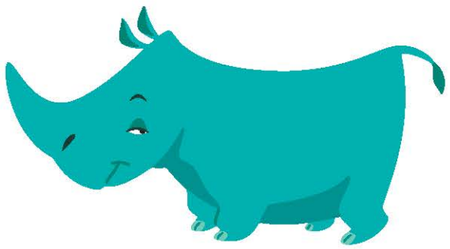

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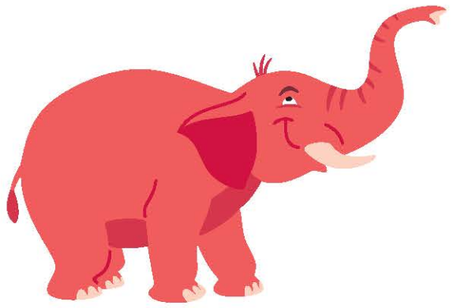

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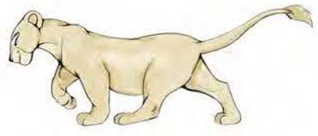

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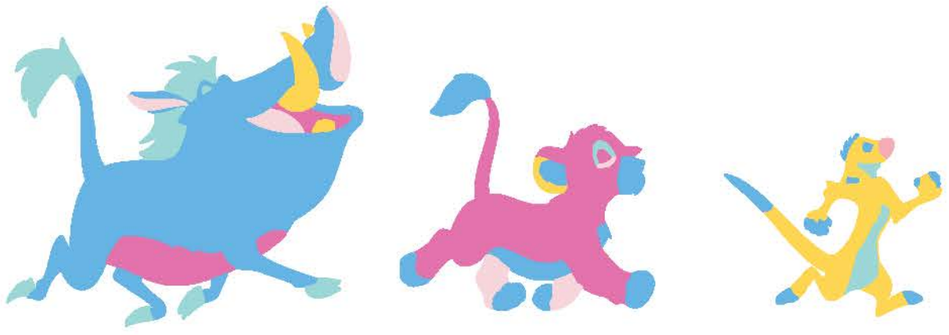

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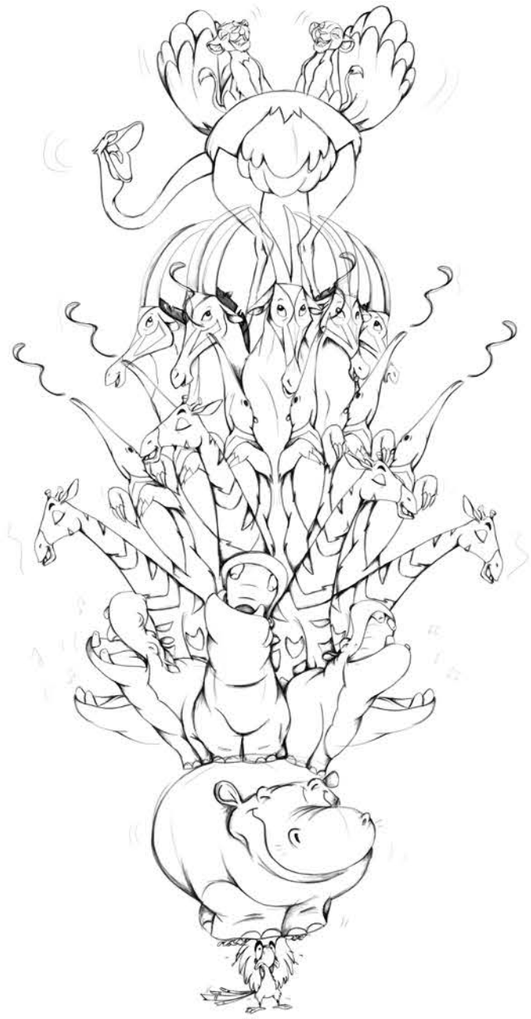

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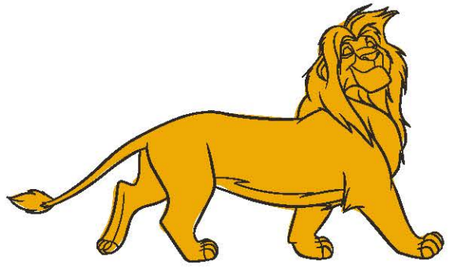
CSEU526033.ai

CSEU526034.ai

© Disney

CHARACTER SPOT ART

AVAILABLE IN STYLE GUIDES



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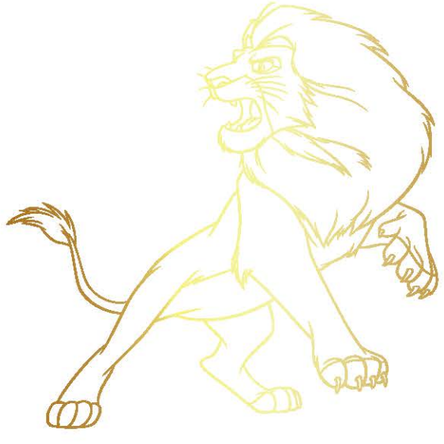

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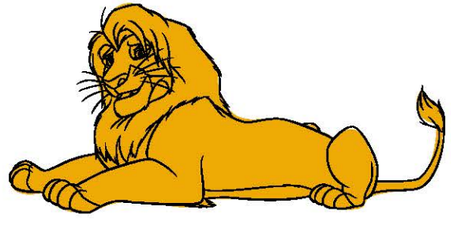

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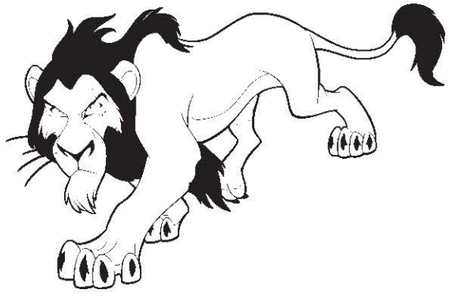

CSEU549033.ai

© Disney

OBJECT SPOT ART

AVAILABLE IN THE LION KING LEARNING ART POOL

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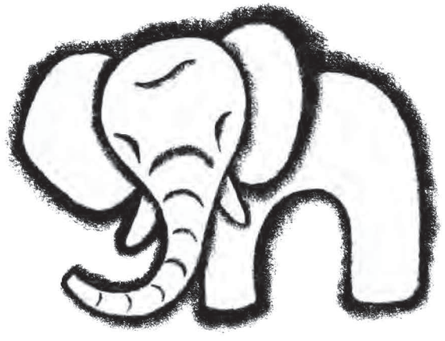

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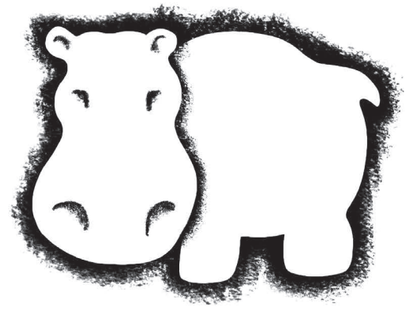

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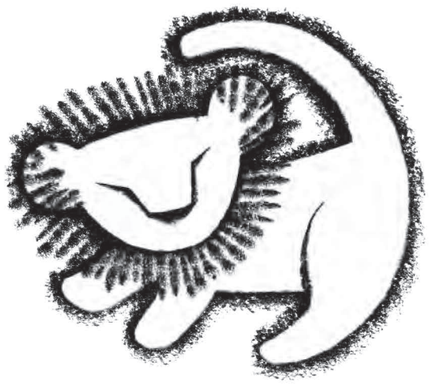

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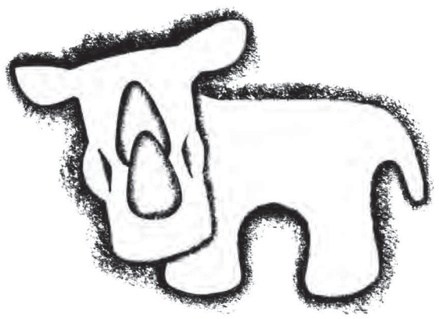

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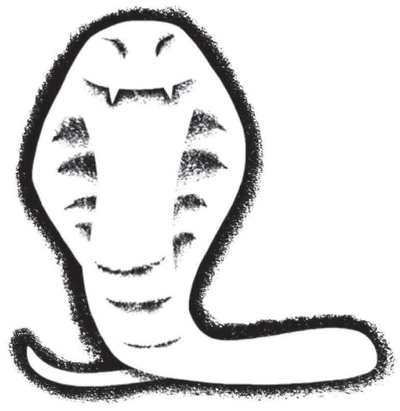

021k_DqLkDa_DPWLKER968.psd

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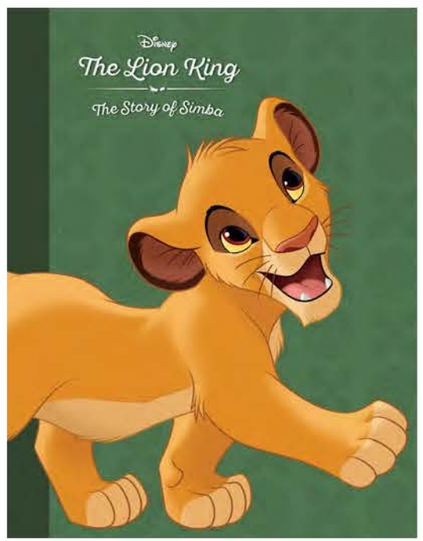
OBJECT SPOT ART

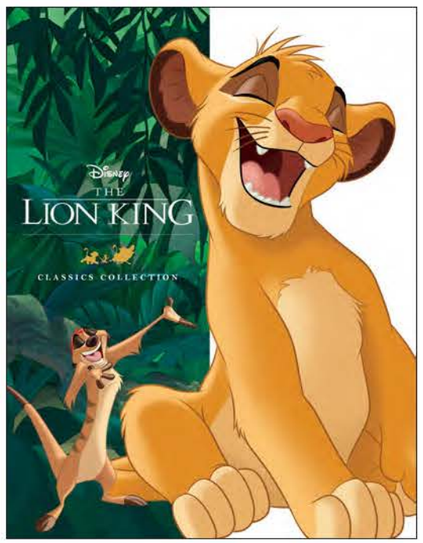
AVAILABLE IN THE LION KING LEARNING ART POOL

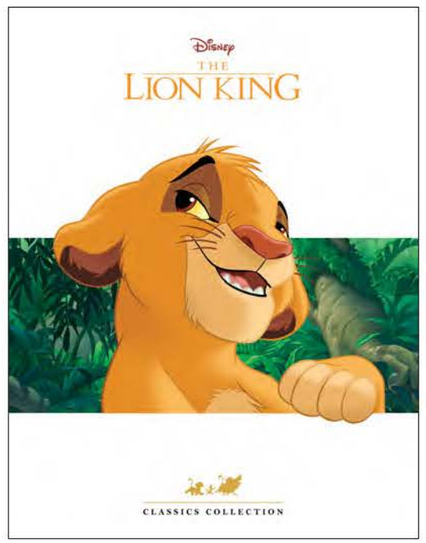
020f_DqLkDa_DPWLKER968.psd

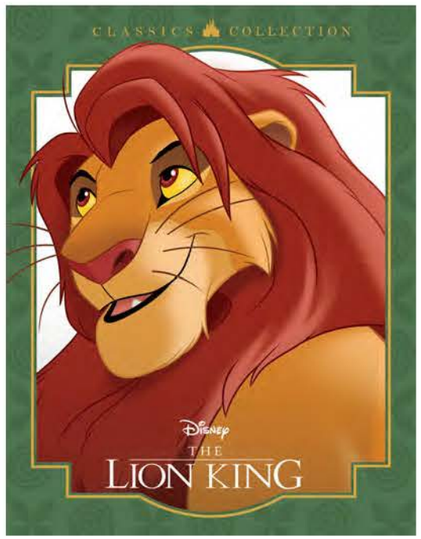
© Disney

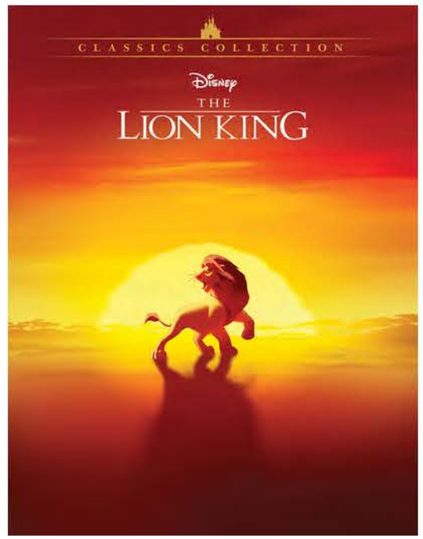
AVAILABLE IN THE DISNEY CLASSICS COVER POOL: 978DPWCCPB840











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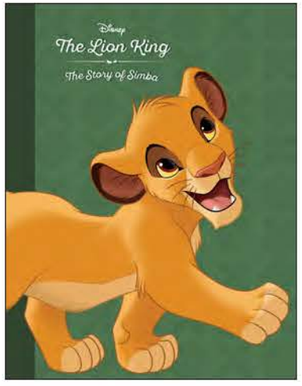
STORY INDEX

RETELLINGS



THE LION KING CLASSIC STORYBOOK ART POOL

978DPWLKPB952

Ages 3–5

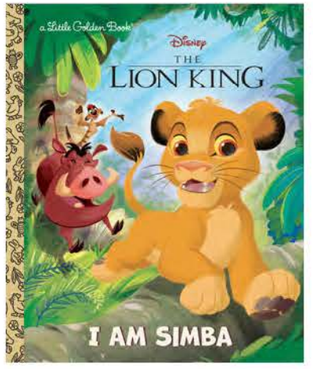
A refresh of the 96-page classic storybook art pool for *The Lion King*

THE LION KING (LITTLE GOLDEN BOOK)

9780736420952

Ages 3–5

A Little Golden Book retelling of *The Lion King*

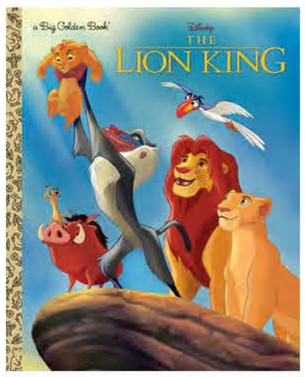


I AM SIMBA (LITTLE GOLDEN BOOK)

9780736439701

Ages 3–5

A Little Golden Book retelling from Simba's perspective, with original stylized art

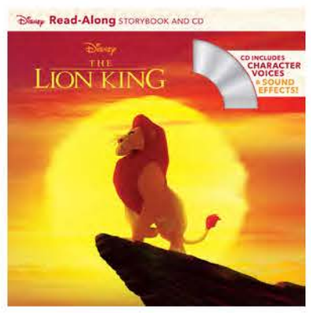


THE LION KING (BIG GOLDEN BOOK)

9780736439770

Ages 3–5

A Big Golden Book retelling of *The Lion King*



THE LION KING READ-ALONG STORYBOOK AND CD

9781368041560

Ages 3–5

A read-along retelling of *The Lion King* with character voices and sound effects

THE LION KING (STEP INTO READING)

9780736439855

Ages 6–8

A leveled reader retelling of *The Lion King*

© Disney

STORY INDEX

RETELLINGS

WORLD OF READING VILLAINS 3-IN-1 LISTEN-ALONG READER

9781484799222

Ages 3–5

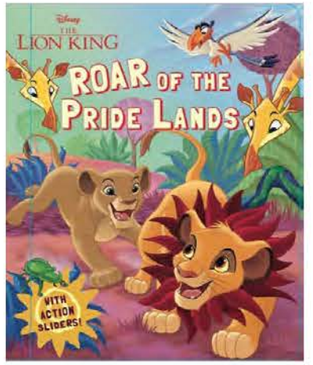
A leveled reader featuring a retelling of *The Lion King* from Scar's perspective

ANIMATED CLASSICS: DISNEY'S *THE LION KING*

978DPWLKPB671

Ages 6+

A fresh retelling of the classic Disney film illustrated with concept art from the animated film's production team



THE LION KING: ROAR OF THE PRIDE LANDS

9780794442798

Ages 3–5

A board book retelling of the film with original art and tabbed sliding pages

© Disney

STORY INDEX

EXTENSION STORIES

A PRINCE'S DAY

978DPWLKPB287

Ages 3–5

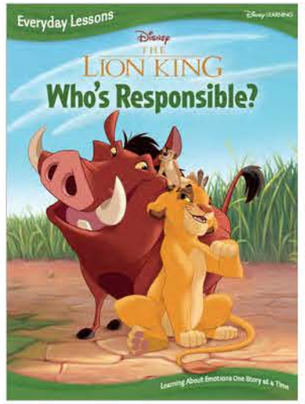
An extensions story in which Simba learns what it means to be a good ruler

THE GREAT CUB-HOUSE SEARCH

978DPWLKPB040

Ages 3–5

An extensions story in which Simba and Nala search for their very own cub-house



WHO'S RESPONSIBLE?

978DPWLKPB126

Ages 3–5

An extension story in which Simba is taught what it means to be responsible

NALA'S GREAT ADVENTURE

978DPWLKPB887

Ages 3–5

An extension story starring Nala

SIMBA'S BIG SECRET

978DPWLKPB878

Ages 3–5

An extension story about Simba keeping a secret

A WILD NIGHT OUT

978DPWLKPB883

Ages 3–5

An extension story about Simba and friends

© Disney

STORY INDEX

EXTENSION STORIES

A DARK AND SCAR-Y NIGHT

978DPWLKPB881

Ages 3–5

An extension story about Simba and friends

A DAY WITHOUT PUMBAA

978DPWLKPB882

Ages 3–5

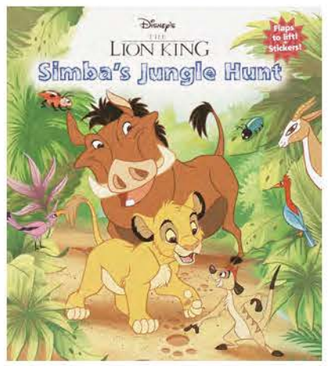
An extension story about Simba and friends

SIMBA'S DARING RESCUE

9780736411776

Ages 3–5

An extension story in which Simba saves Nala from a mysterious cave monster



SIMBA'S JUNGLE HUNT

9780736411202

Ages 3–5

An extension story following Simba, Timon, and Pumbaa on a search through the jungle

I JUST CAN'T WAIT TO BE KING

9781368045506

Ages 3–5

A picture book featuring the lyrics to the song "I Just Can't Wait to Be King" with original stylized art

BUG STEW! (STEP INTO READING)

9780736421683

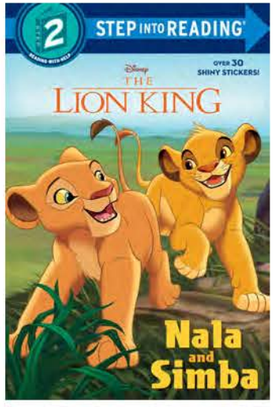
Ages 3–5

A leveled reader about Simba, Timon, and Pumbaa going on a bug hunt

© Disney

STORY INDEX

EXTENSION STORIES

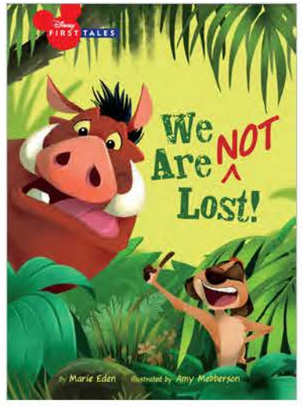


NALA AND SIMBA (STEP INTO READING)

9780736440134

Ages 6–8

A leveled reader about Nala and Simba's friendship



THE LION KING: WE ARE (NOT) LOST

9781484799550

Ages 6–8

A hilarious story told using original stylized art

OLDER FORMATS

SCAR (DISNEY CHILLS)

9781368075923

Ages 8-12

A middle-grade novel in the Disney Chills series, starring the villain Scar

THE LION KING (A TWISTED TALE)

978DPWLKNC760

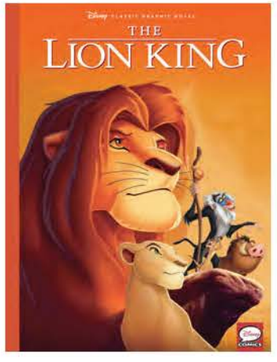
Ages 12–18

A reimagining of the story of *The Lion King* in the Twisted Tale series

© Disney

STORY INDEX

COMICS & GRAPHIC NOVELS



THE LION KING GRAPHIC NOVEL

DPWLK10153

Ages 6–12

A refreshed retelling of the movie *The Lion King* in comic format

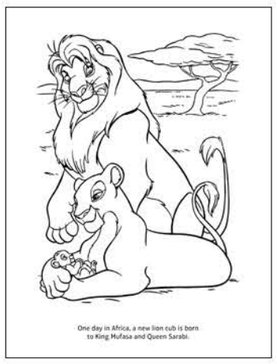
THE LION KING MOVIE SPECIAL

GLOBAL2011TLK

Ages 6–10

An activity and storytelling one shot devoted to the movie

COLORING & ACTIVITY



THE LION KING COLORING PAGE POOL

978DPWLKCA568

The refreshed coloring page pool for *The Lion King*

ART POOLS

THE LION KING LEARNING ART POOL

978DPWLKER968

Ages 3–5

An art pool featuring *The Lion King*, with guidelines for creating learning titles

© Disney

STORY INDEX

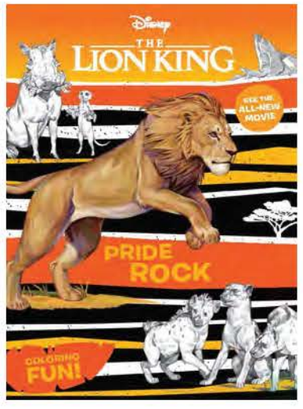
LIVE-ACTION *THE LION KING*

THE LION KING (2019) TOOL KIT

978DPWKKPB299

Ages 8–12

A tool kit full of guidelines and resources for the the live-action film *The Lion King*



THE LION KING (2019) COVER POOL

978DPWKKCA298

Ages 6–8

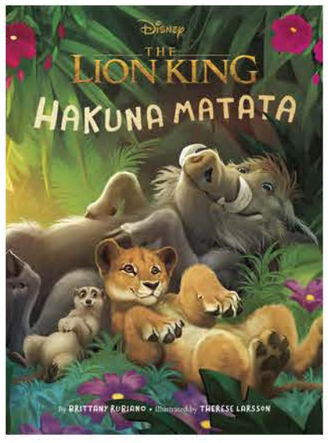
A cover pool to support the release of live-action *The Lion King*

THE LION KING LIVE ACTION SPOT ART POOL

978DPWKKPB691

Ages 8–12

The spot art pool for the live-action *The Lion King*, consisting of 32 spots

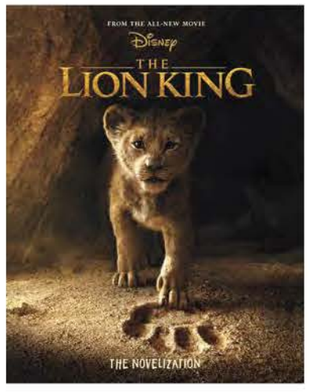


HAKUNA MATATA

9781368039277

Ages 3–5

A picture book that captures the humor and charm of Simba, Timon, and Pumbaa's friendship through the lens of the timeless "Hakuna Matata"



THE LION KING NOVELIZATION

9781368039260

Ages 8–12

A novelization based on the characters and events of the live-action *The Lion King*

THE LION KING (2019) ACTIVITY POOL (ILLUSTRATED)

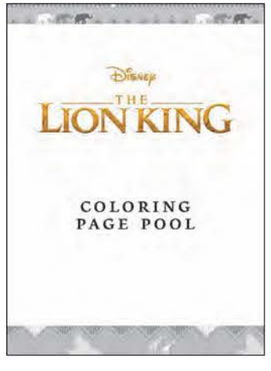
978DPWKKCA297

Ages 6–8

An aged-up activity pool featuring full-color illustrations of characters and scenes based on the live-action *The Lion King*

© Disney

LIVE-ACTION *THE LION KING*

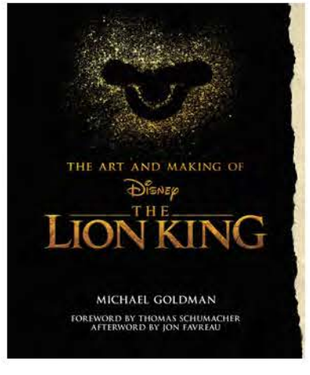


THE LION KING (2019) COLORING PAGE POOL

978DPWKKCA690

Ages 8–12

A coloring page pool for the live-action film *The Lion King*

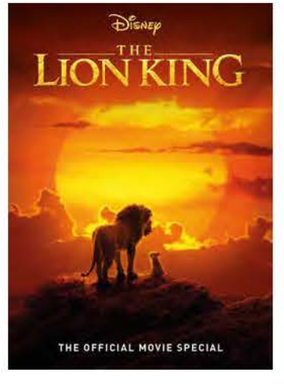


THE ART AND MAKING OF THE LION KING

9781368023436

Ages 18+

Gorgeous coffee-table book on the making of the live-action film *The Lion King*

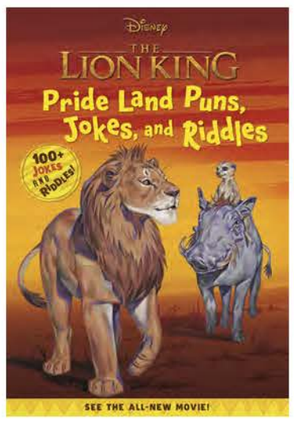


THE LION KING (2019) MOVIE SPECIAL

9781787733176

All Ages

A magazine featuring behind-the-scenes content for the live-action *The Lion King*



LION KING LIVE ACTION JOKE BOOK

9781368049016

Ages 6–8

A joke book featuring Timon and Pumbaa

© Disney

FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d6368003e0b2?type=both

© Disney

THE HUNCHBACK OF NOTRE DAME (1996)

Next anniversary: Thirtieth in 2026

Due to his appearance, Quasimodo, the bell ringer of Notre Dame cathedral, has spent his entire life alone, hidden away by his sinister guardian, Frollo. But after he meets the enchanting dancer Esmeralda, Quasimodo decides to risk his life to keep her out of Frollo's clutches.

© Disney

PLOT SYNOPSIS

In fifteenth-century century Paris, Clopin the puppeteer tells the story of Quasimodo, a gentle-hearted bell ringer of Notre Dame, born with a deformed back. Claude Frollo, the Minister of Justice, nearly killed Quasimodo as a baby, but the Archdeacon of Notre Dame forced Frollo to raise Quasimodo as his own instead. Frollo has kept Quasimodo hidden in the cathedral bell tower ever since. Encouraged by his gargoyle friends Hugo, Victor, and Laverne, Quasimodo, now a young man, decides to take part in the Festival of Fools. There he meets the lovely dancer Esmeralda and Captain of the Guard Phoebus. Although Quasimodo tries to remain out of sight, he gets pulled onstage and crowned the King of Fools, which humiliates him and exposes his disobedience to Frollo. Esmeralda defends Quasimodo, challenging Frollo's authority.

Infuriated, Frollo sends Quasimodo back to the cathedral and orders his guards to capture Esmeralda. Phoebus pursues her into Notre Dame but refuses to arrest her, disapproving of Frollo's cruelty. Phoebus encourages Esmeralda to claim sanctuary, which will protect her as long as she doesn't leave the cathedral. In the cathedral, Esmeralda encounters Quasimodo again, and they become friends; Quasimodo helps her escape. To thank him, she gives him a necklace that will direct him to her home in the Court of Miracles if he ever finds a way to leave.

Frollo, now obsessed with Esmeralda, discovers she has escaped and sets out to find her. Concerned, Phoebus fights against Frollo's cruelty, but Frollo orders him to be executed for treason. Esmeralda helps Phoebus escape—but not before an arrow gravely injures him. Esmeralda takes Phoebus to Quasimodo for protection. Phoebus asks Quasimodo to help him find the Court of Miracles before Frollo does. Quasimodo reluctantly agrees, using Esmeralda's necklace pendant as a guide.

Frollo and his army track them down and attack, capturing Esmeralda and sending Quasimodo back to the tower. When Esmeralda rebukes Frollo's proposal to make her his mistress, he sentences her to death. Quasimodo rescues her, taking her into the cathedral and claiming sanctuary. Frollo sends his army after them, but Phoebus incites a rebellion among the commoners who have had enough of Frollo's tyranny. Meanwhile, Frollo enters the cathedral with a knife. To protect himself and Esmeralda, Quasimodo disarms Frollo and rejects his enslavement once and for all. After a fight on the balcony, the two men fall, Frollo to his death and Quasimodo into Phoebus's arms.

As Paris celebrates their release from Frollo's tyranny, Quasimodo reluctantly emerges from the cathedral with Phoebus and Esmeralda. This time, the townspeople hail Quasimodo as a hero, embracing him as a respected member of the community.

© Disney

GUARDRAILS

WORLD RULES

- While there is no magic in this story, the gypsies use sleight of hand and illusions to pull off seemingly impossible escapes and rescues.
- The gargoyles move and speak only in Quasimodo's presence; otherwise they remain stationary stone statues, like all the other gargoyles on the cathedral. The only exception to this is a brief interaction between Hugo and Djali.

OTHER FILM AND TV APPEARANCES

- These characters and their world make further appearances in the film *The Hunchback of Notre Dame II*. However, before creating stories that cross to other properties or using non-*The Hunchback of Notre Dame*-affiliated assets, please clear with the DPW Classics franchise lead; they will review on a case-by-case basis.

HOLIDAYS AND SEASONAL USAGE

- Characters from *The Hunchback of Notre Dame* may appear in storytelling themed to the following holidays and seasons. All portrayals of holidays and seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
YES	NO	NO	YES	YES	NONE

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** emphasize themes of outward appearances not mattering as much as what's inside, helping those in need, and fighting for what you believe in.
- **Do** emphasize Quasimodo's bravery and kindness.
- **Do** highlight the friendships among Quasimodo, Phoebus, Esmeralda, and the gargoyles.

DON'TS

- **Don't** emphasize themes or scenes of a sexual nature.
- **Don't** focus on the character of Frollo outside of a direct retelling context, given mature elements.
- **Don't** reinforce outdated stereotypes of the Romani culture. The words *gypsy* or *gypsies* may be used only to identify Esmeralda's community and should never be paired with pejorative language.
- **Don't** describe Quasimodo's features as ugly, monstrous, scary, or evil.
- **Don't** promote harmful stereotypes or misconceptions about disability.

© Disney

CHARACTER SIZE CHART

LAVERNE

VICTOR

HUGO

QUASIMODO

DJALI

ESMERALDA

PHOEBUS

ACHILLES

© Disney

CHARACTER BIOS

QUASIMODO

Also known as the Hunchback of Notre Dame or "Quasi" to his friends, Quasimodo is the very opposite of his wicked master, Frollo. He is a true humanitarian who cares more for others than he does for himself. He is a hero who must survive under the most trying of circumstances. Frollo taunts him, his only friends are the stone gargoyles, and he is kept a prisoner with only his vivid imagination to entertain him. His new friendships with Esmeralda and Phoebus give him the self-confidence and courage to stand up to his cruel master and win his freedom.

QUOTES

- "Why, if I picked a day to fly, oh, this would be it! The Festival of Fools!"
- "You helped me. Now I will help you."

© Disney

CHARACTER BIOS

ESMERALDA

A kind, big-hearted person and a wonderful performer, Esmeralda is a Romani woman whose own experiences with prejudice and hardship have made her empathetic to others' suffering. A true friend to Quasimodo, she demonstrates her bravery and strong convictions when she stands up for him and speaks out against Frollo's injustices. She gives her heart to Phoebus but never forgets those who have helped her along the way.

QUOTES

- "You speak of justice, yet you are cruel to those most in need of your help."
- "Justice!"
- "I bet the king himself doesn't have a view like this! I could stay up here forever."
- "If you ever need sanctuary, this will show you the way. . . . Just remember: when you wear this woven band, you hold the city in your hand."

DJALI

Djali (pronounced "jolly") is Esmeralda's pet and companion. He's a feisty, energetic goat who goes everywhere with her.

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CHARACTER BIOS

PHOEBUS

The gallant captain of the guard, Phoebus starts out working for Frollo. But once he sees how evil and prejudiced Frollo is, he rebels and works with Quasimodo and Esmeralda to fight for justice. He also falls in love with Esmeralda. This sets up some tension between him and Quasimodo, but the two eventually work together to help Esmeralda. He is often accompanied by his trusty horse, Achilles.

QUOTES

- "You leave town for a couple of decades and they change everything."
- "Sir, request permission to stop this cruelty."

© Disney

CHARACTER BIOS

THE GARGOYLES

Laverne, Victor, and Hugo are three stone statues who live at the church. As friends to Quasimodo, they offer him advice and encouragement. Quasimodo is the only character who can see, hear, and communicate with them.

LAVERNE

Laverne is a short female gargoyle. The most competent and wise of the three, she firmly encourages to Quasi to believe in himself. Meanwhile, her sharp language keeps Victor and Hugo in line.

QUOTES

- "Quasi, what's wrong? You wanna tell ol' Laverne all about it?"
- "Quasi, take it from an old spectator. Life's not a spectator sport. If watchin's all you're gonna do, then you're gonna watch your life go by without you."

HUGO

Hugo is a short, horned male gargoyle. Energetic and funny, Hugo is a loud-mouthed risk-taker who is always encouraging Quasi to step out and "go for it!"

QUOTES

- "Yeah, you're human, with the flesh, and the hair, and the navel lint. We're just part of the architecture, right, Victor?"

VICTOR

Victor is a tall, winged male gargoyle. He is the classiest of the trio—very prim and proper and just a bit stuffy. When giving advice to Quasi, Victor is the voice of caution.

QUOTES

- "It is a treat to watch the colorful pageantry of the simple peasant folk."
- "You ejected that tin-plated baboon with great panache!"

© Disney

CHARACTER BIOS

JUDGE CLAUDE FROLLO

The villain of the film, Frollo is the Minister of Justice and is called master by Quasimodo. Severe and uncaring, he uses everyone around him without a thought for their well-being. He pretends to be the epitome of morality, but his actions show an intolerant and evil man. His hunger for power, selfishness, and cruelty lead to his own demise when he falls to his death at the film's end.

© Disney

CHARACTER BIOS

THE ARCHDEACON

The Archdeacon is a kind, tolerant, and gentle man who comes to the defense of those in need, including Quasimodo and Esmeralda. He is the only person who has any authority over Frollo within the walls of Notre Dame, and he often directly contradicts Frollo's orders.

QUOTES

- "Care for the child, raise it as your own."
- "You can't right all the wrongs in this world by yourself."

CLOPIN

Clopin is the story's narrator and a leader to the gypsies. He is sly, cynical, worldly—and a bit of a rascal.

© Disney

STORY INDEX

RETELLINGS

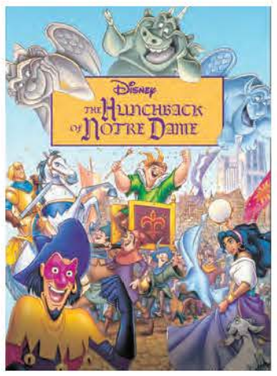
THE HUNCHBACK OF NOTRE DAME CLASSIC STORYBOOK ART POOL

978DPWHND0001

Ages 3–5

The 96-page classic storybook art pool for *The Hunchback of Notre Dame*

COMICS & GRAPHIC NOVELS



THE HUNCHBACK OF NOTRE DAME GRAPHIC NOVEL

DPWHNEGN01

Ages 10–14

A retelling of *The Hunchback of Notre Dame* in comic format

COLORING & ACTIVITY

THE HUNCHBACK OF NOTRE DAME COLORING PAGE POOL

978DPWHNCPP01

Ages 6–12

The coloring page pool for *The Hunchback of Notre Dame*

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FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d63680030f2e?type=both

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HERCULES (1997)

Next anniversary: Twenty-fifth in 2022, thirtieth in 2027

In ancient Greece, the supernaturally strong Hercules discovers he's truly the son of gods. He strives to prove himself a hero to secure his place on Mount Olympus—but along the way, he discovers being a hero takes more than physical strength.

© Disney

PLOT SYNOPSIS

The five Muses introduce the story, set in ancient Greece: Zeus and Hera, the king and queen of the gods, welcome a supernaturally strong son named Hercules, and everyone rejoices—except Hades, the god of the Underworld. Hades wants to take over Mount Olympus, but the Fates, who can see the future, inform him that Hercules could thwart those plans. Hades dispatches his two underlings, Pain and Panic, kidnap the baby, turn him mortal, and kill him, but when a human couple discovers them, they bungle the job, leaving Hercules with some godly power. The humans adopt baby Hercules and lovingly raise him as their son.

Hercules grows into an awkward teen who brings chaos wherever he goes with his uncontrollable godly strength. He is clueless about his divine origins until he visits a Zeus statue that comes to life and reveals the truth. The god directs his son to a "hero trainer," a smart-alecky satyr named Philoctetes, and reunites him with the magical flying horse Pegasus.

Hercules trains hard to become a hero and gets his first chance to prove himself by rescuing the tough-talking maiden Megara—who is secretly working for Hades, to whom she owes a debt. Hades sends a series of monsters to attack Hercules, but he defeats them all, becoming a celebrity in the process. Meg and Hercules fall in love, and she attempts to break ties with Hades. But Hades has other plans and forces Hercules to give up his power for one day in exchange for Meg's safety so that he can unleash the fearsome Titans upon the world and steal Zeus's throne.

Meg breaks Hades's spell on Hercules by sacrificing herself. The heartbroken Hercules handily defeats the Titans, but it is not until he is willing to risk his power and life to save Meg that he becomes a true hero and vanquishes Hades. Even though he has achieved immortality, his love for Meg conquers all, and he chooses to give up godhood and live happily ever after with her in the mortal world.

© Disney

GUARDRAILS

WORLD RULES

- Supernatural powers, mythical creatures, and other fantasy elements are integral to the film's world. These elements can be explored further in extension stories; however, make sure to clear ideas with the DPW Classics franchise lead.
- Animals who are not shown speaking within the film, including Pegasus and Hercules's family donkey, cannot speak to humans. This does not apply to animals or mythical creatures who do speak in the film, like the Cyclops, centaurs, and Pain and Panic when they transform into animals.

OTHER FILM AND TV APPEARANCES

- This world and some of the characters make further appearances in the TV show *Hercules: The Animated Series*. However, before creating stories that cross to other properties or using non-*Hercules*-affiliated assets for any of these aforementioned characters, please clear with the DPW Classics franchise lead–they will review on a case-by-case basis.
- The characters Zeus and Pegasus who appear in *Hercules* are not the same characters who appear in the "Pastoral Symphony" sequence of *Fantasia* (1940). For information on *Fantasia*, refer the *Fantasia* section of the Tool Kit.

HOLIDAYS AND SEASONAL USAGE

- Characters from *Hercules* may not appear in holiday-themed storytelling, but they may appear in appropriate generic seasonal storytelling. All portrayals of seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
NO	NO	NO	NO	YES	NONE

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EDITORIAL GUIDELINES

DOS

- **Do** focus on themes of what makes a hero, family, love, friendship, and loyalty.
- **Do** tell stories of adventure and heroism.
- **Do** portray the strong friendships among Hercules, Phil, Pegasus, and Meg, and Hercules's relationship with his two sets of parents.

DON'TS

- **Don't** include sexist or objectifying portrayals of female characters, including Meg, and avoid scenes that focus on flirtation and seduction.
- **Don't** imply that Hercules's birth parents are superior to his adoptive parents, or vice versa.
- **Don't** use dialogue that includes Yiddish words or catchphrases.
- **Exercise caution** when portraying the character Hades to avoid leaning into negative stereotypes about the queer community.

© Disney

CHARACTER SIZE CHART

HERCULES MEGARA PHIL PEGASUS HADES PAIN PANIC

© Disney

CHARACTER BIOS

HERCULES

Hercules, nicknamed Herc, is the good-natured, kind, and determined son of two powerful gods, Zeus and Hera. However, kidnapped as a baby and turned mostly mortal, he grows up in the human world in a loving adoptive family. As a teenager, Hercules is well-intentioned, but his inability to control his strength causes chaos and turns him into an outcast. It isn't until he receives a divine revelation about his heritage from Zeus, reunites with Pegasus, and finds a mentor in Philoctetes ("Phil") that he learns to control his strength and becomes revered as a hero, saving the citizens of Thebes from dangerous monsters. A bit naive, he always sees the good in people—particularly Megara—and first believes that strength alone makes him a hero. He eventually learns that real strength comes from within, and his willingness to sacrifice himself for Meg allows him to reclaim his place among the gods. However, he stays true to his heart and chooses to remain in the mortal world with his love, Meg.

QUOTES

- "Sometimes I–I feel like, like I really don't belong here. Like I'm supposed to be someplace else."
- "I'm different than the others. I can go the distance."
- "Father, this is the moment I've always dreamed of. But a life without Meg . . . even an immortal life . . . would be empty. I, I wish to stay on Earth with her. I finally know where I belong."

© Disney

CHARACTER BIOS

MEGARA ("MEG")

Megara, or "Meg" to her friends, is a feisty, independent, and strong-willed young woman who crosses paths with Hercules when he rescues her from an angry centaur. Her tough facade hides a genuinely caring heart; she sold her soul to Hades to save her former boyfriend's life, and she continues working for the devious god to pay off her debt. She first tries to trick and distract Hercules, winning him over with her wit and charm and playfully calling him "Wonderboy." But beneath it all, she is good-hearted and develops genuine feelings for Hercules. She proves herself brave and selfless when she breaks her deal with Hades and sacrifices herself to save Hercules. Her courage and love convince Hercules to turn down godhood and stay with her in the mortal world.

QUOTES

- "I'm a damsel. I'm in distress. I can handle this. Have a nice day."
- "Is Wonderboy here for real?"
- "Megara. My friends call me Meg. At least they would if I had any friends."
- "I'll be all right. I'm a big, tough girl. I tie my own sandals and everything."
- "People always do crazy things when they're in love."

© Disney

CHARACTER BIOS

PHILOCTETES ("PHIL")

Philoctetes, often called Phil, is a satyr (half goat, half man) known for training legendary heroes like Odysseus and Achilles. He initially refuses to help Hercules, jaded after seeing so many of his trainees defeated. But Hercules's determination inspires him, and he becomes the young hero's mentor and trainer. He can be short-tempered and sarcastic but proves to be an effective and caring teacher, offering Herc the advice and encouragement he needs. He often uses the phrase "two words" to preface his sentences–mostly incorrectly.

QUOTES

- "Two words: I am retired."
- "I dreamed I was gonna train the greatest hero there ever was. So great the gods'd hang a picture of him in the stars, all across the sky. And people would say, 'That's Phil's boy.'"
- "Come on, kid, concentrate!"
- "Listen to me, kid. I seen 'em all. And I am telling ya, and this is the honest-to-Zeus truth . . . you got something I never seen before."
- "You've got what it takes to go the distance."

© Disney

CHARACTER BIOS

© Disney

PEGASUS

Pegasus is a cheerful, energetic flying stallion and Hercules's loyal companion. Zeus created Pegasus out of clouds as a gift for the newborn Hercules. Though the two are separated when Hercules becomes mortal, Zeus reunites them when Hercules comes of age, and they reignite their close friendship. Protective of his best friend, Pegasus is at first wary of Megara and likes to cause trouble for her—but when he realizes she has Herc's best interests at heart, they team up to help him.

CHARACTER BIOS

HADES

Hades is the wisecracking, sarcastic god of the Underworld and the dead. Though Zeus treats him with kindness, Hades is bitter and jealous of the other god's power and will do anything to seize the throne of Mount Olympus. His blue flame hair and skin turn fiery orange and red when he's particularly furious. After the Fates inform him that Hercules could ruin his chances at taking power, Hades plots to take him out with help from minions Pain and Panic and a host of dangerous creatures. He also uses Meg, who owes him her soul, to trick Hercules. But Hercules wins the day, and Hades falls into the pit of the dead at the film's end.

QUOTES

- "How sentimental. You know, I haven't been this choked up since I got a hunk of moussaka caught in my throat."
- "My favorite part of the game . . . sudden death."
- "You give me the key to bringing down Wonderbreath and I give you the thing that you crave most in the entire cosmos: your freedom."

NOTE

Hades is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

© Disney

CHARACTER BIOS

PANIC

PAIN

PAIN AND PANIC

Pain and Panic are Hades' s winged minions; Pain is purple-red with little horns, and Panic is blue-green with big horns. They are loyal to Hades and work hard to enact his plans, but they're accident-prone and often ineffective—like when they fail to turn Hercules fully mortal—and incur their boss's wrath. They can transform into other living creatures, including forest animals, worms, and human children. After Hades falls, they seem a bit happy and relieved to see him go.

QUOTES

- "We are worms . . . worthless worms."
- "Our hero's a zero!"

NOTE

Pain and Panic are official Disney Villains sidekicks. For more information, please refer to the Disney Villains Tool Kit.

© Disney

CHARACTER BIOS

ZEUS AND HERA

Zeus and Hera are powerful gods and Hercules's birth parents. Zeus is a mighty figure who rules all of Mount Olympus and can fling lightning bolts, but he's a big softie with his son, creating Pegasus as a gift for him. After Hercules becomes mortal, both Zeus and Hera are heartbroken and must watch him grow up from afar—but after Hercules seeks out Zeus's statue, Zeus guides him with sage, fatherly advice (and a few dad jokes). Though Hercules ultimately turns down an immortal life alongside his parents to stay with Meg, they still support him and celebrate his triumph.

QUOTES

- Zeus: "I'm afraid being famous isn't the same as being a true hero. . . . It's something you have to discover for yourself. . . . Look inside your heart."
- Zeus: "You're a true hero."
- Hera: "You were willing to give your life to rescue this young woman."

Zeus: "For a true hero isn't measured by the size of his strength but by the strength of his heart."

© Disney

CHARACTER BIOS

AMPHITRYON AND ALCMENE

Amphitryon and Alcmene are Hercules's mortal parents, who adopt him as a baby. Though their son often causes trouble with his super-strength, they love him unconditionally and support his dreams to discover his true origins. They joyously reunite with him at the film's end.

THE MUSES

The Muses are a "Greek chorus" of five musical women who narrate key moments of Hercules's tale through song. They sing in the style of a gospel choir, bringing joyous interludes to the story.

© Disney

CHARACTER BIOS

THE FATES

The Fates are a trio of older women who share a single eye that they pass around. They hold life and death in their hands, snipping the "thread of life" for each mortal when their time has come. They know everything and can see the past, present, and future, though they're not supposed to reveal the future. Still, when Hades consults them regarding Hercules, they bend the rules and give him advice.

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DESIGN ASSETS

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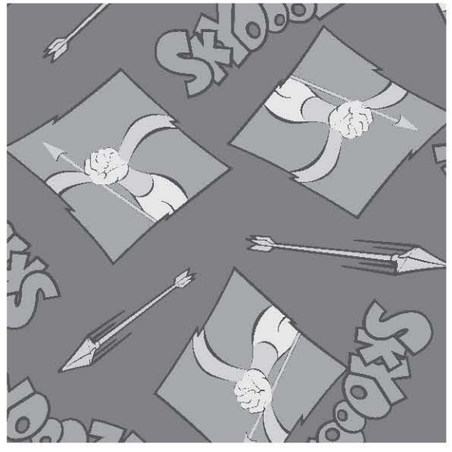

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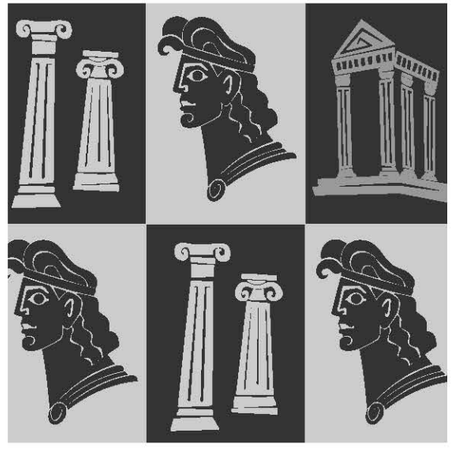

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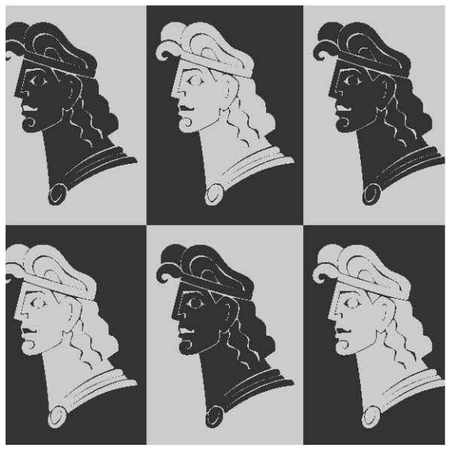

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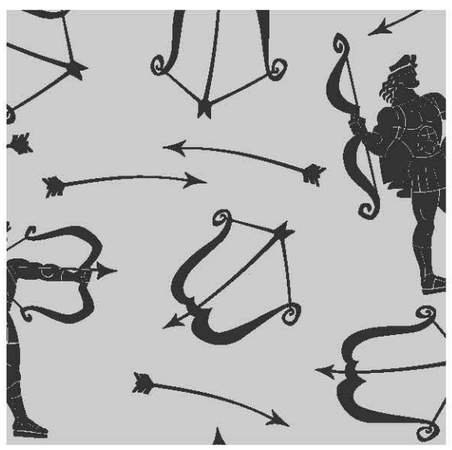

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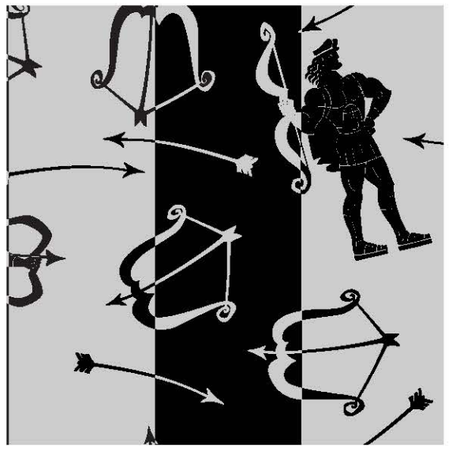

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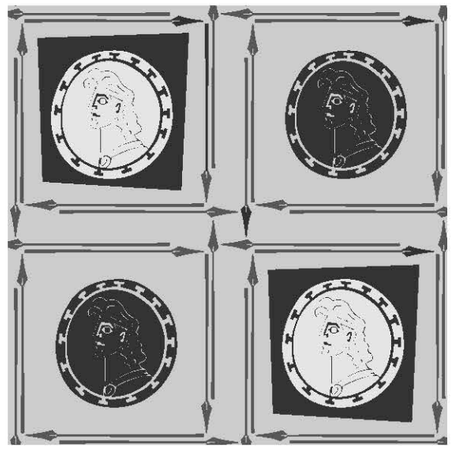

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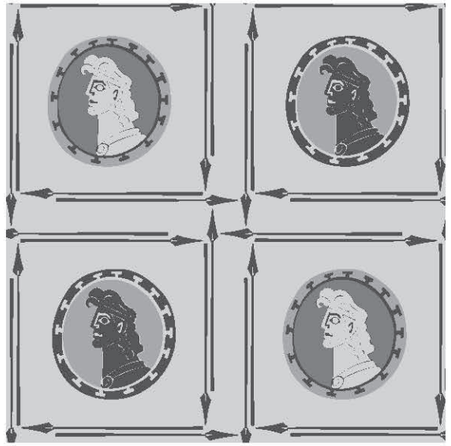

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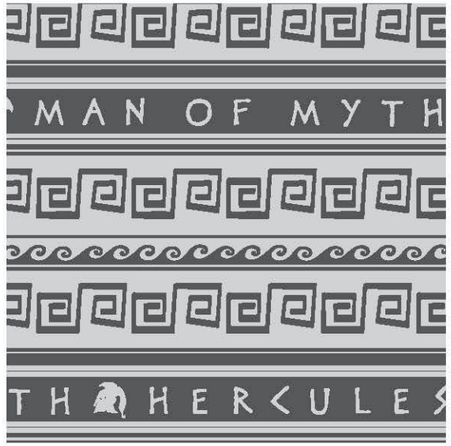

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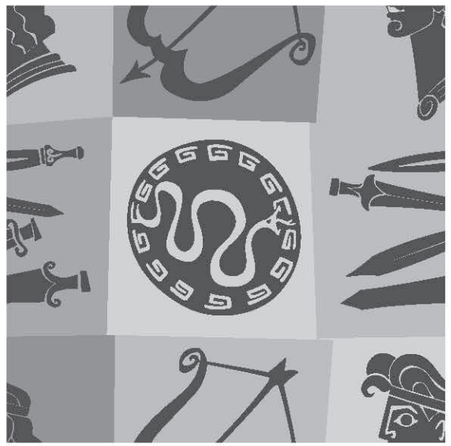

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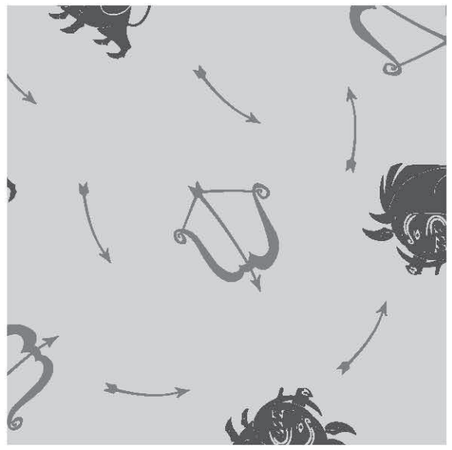

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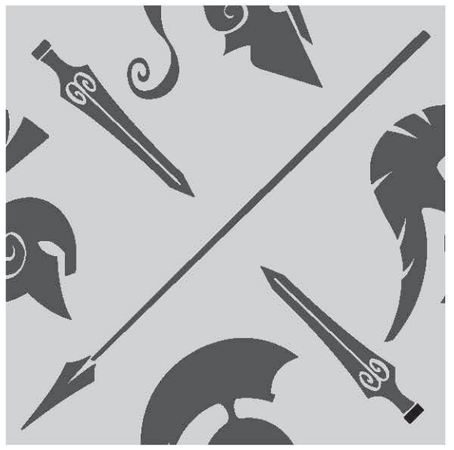

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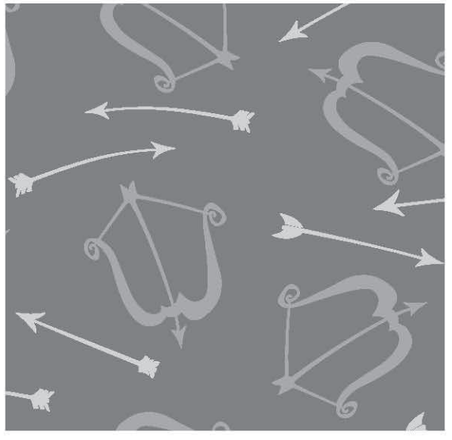

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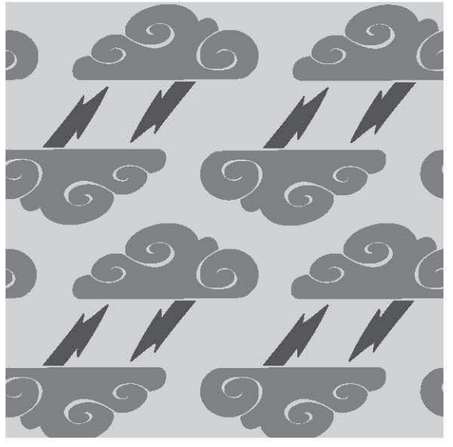

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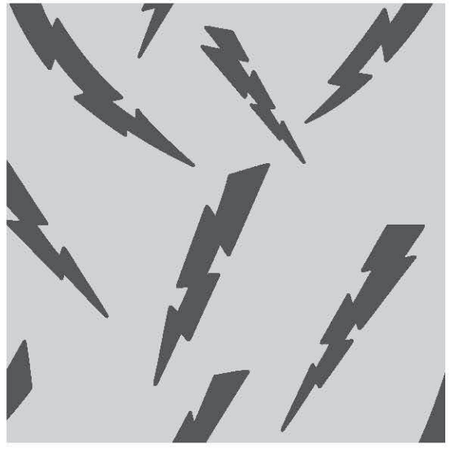

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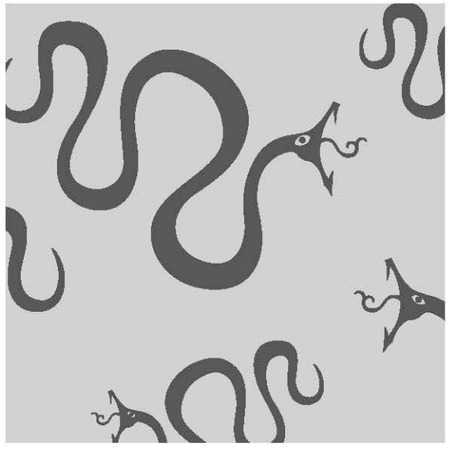

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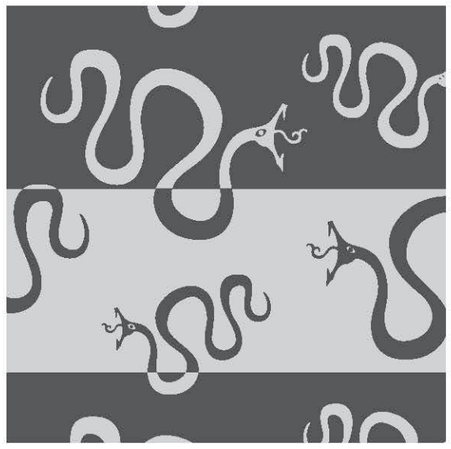

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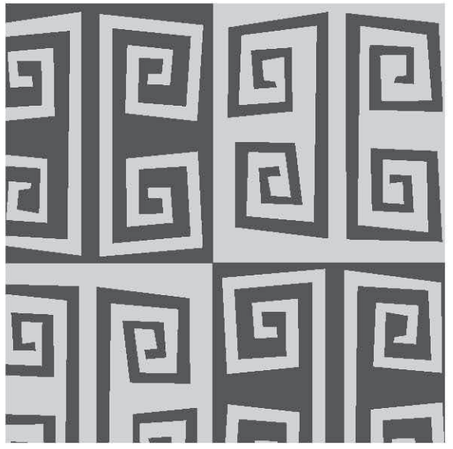

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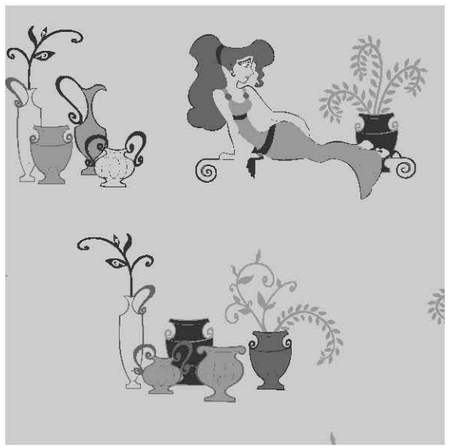

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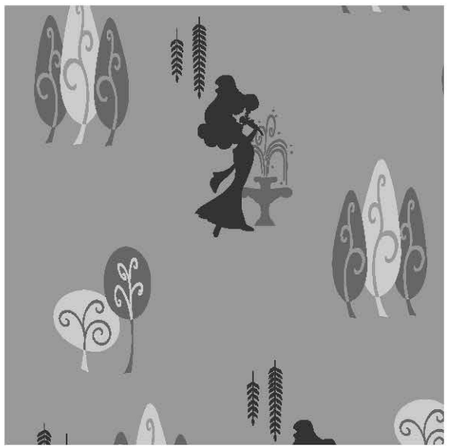

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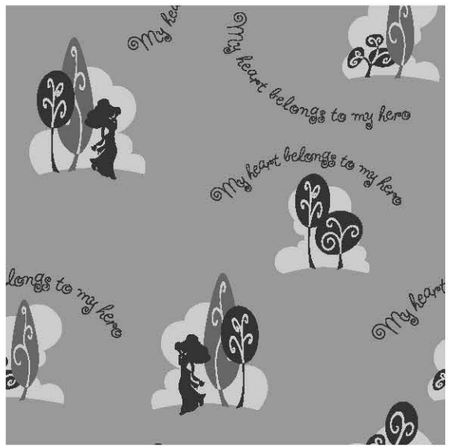

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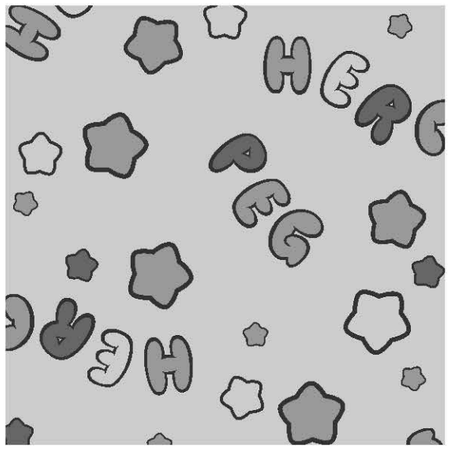

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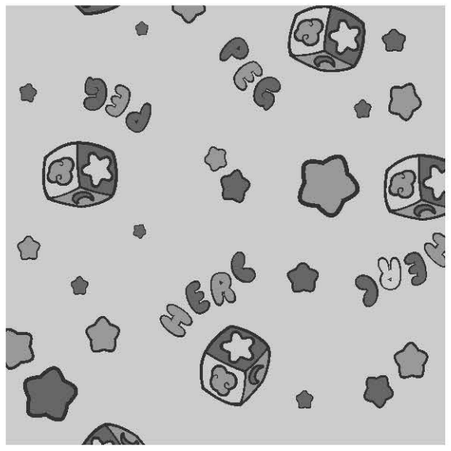

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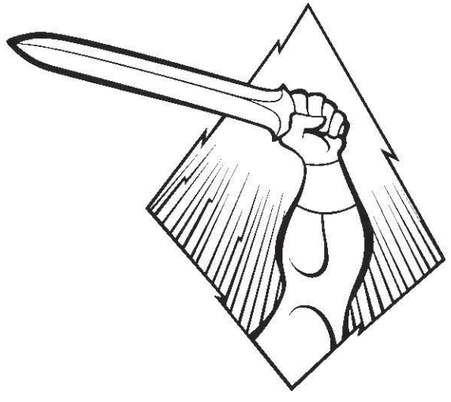

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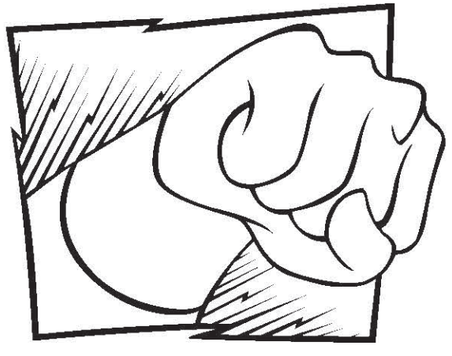

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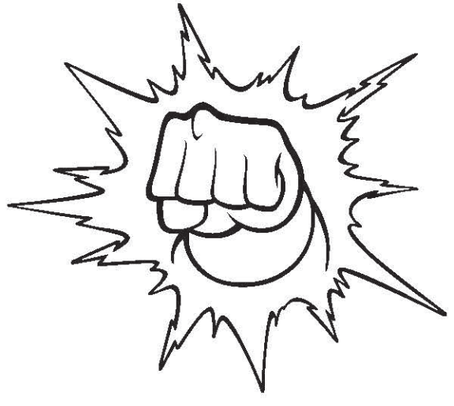

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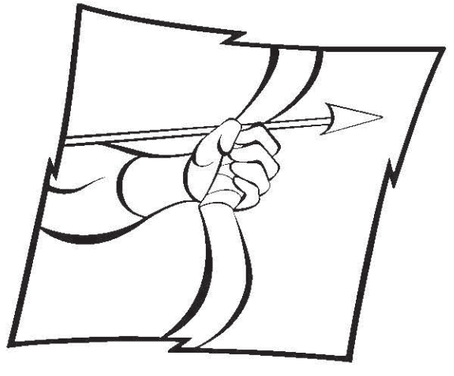

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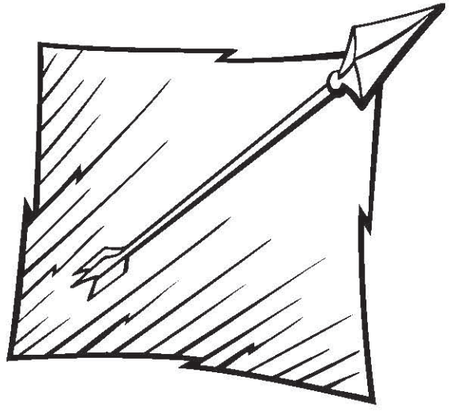

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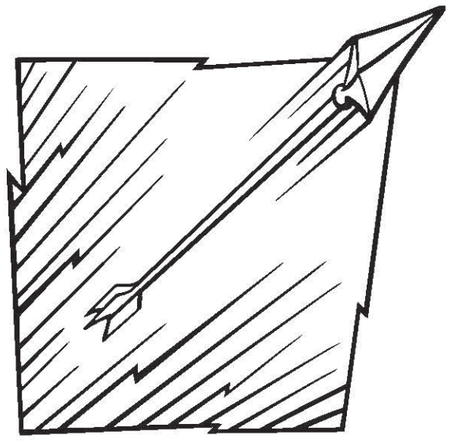

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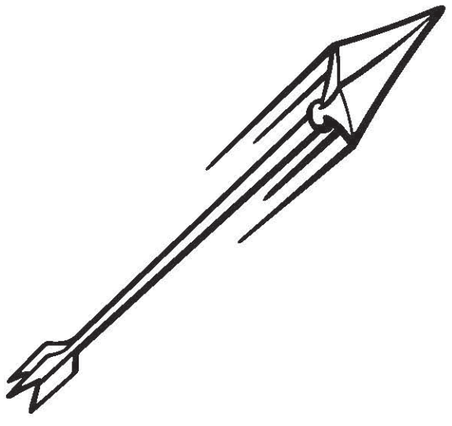

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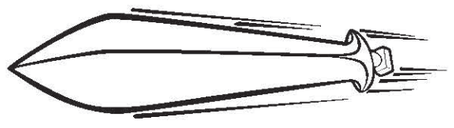

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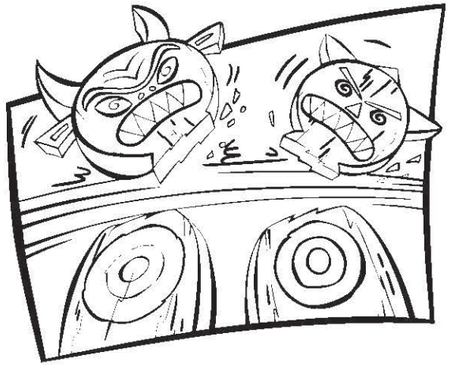

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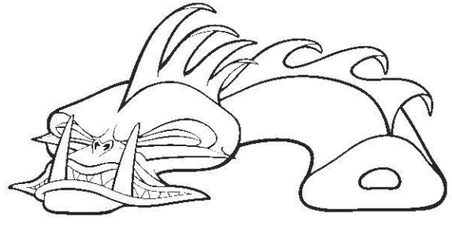

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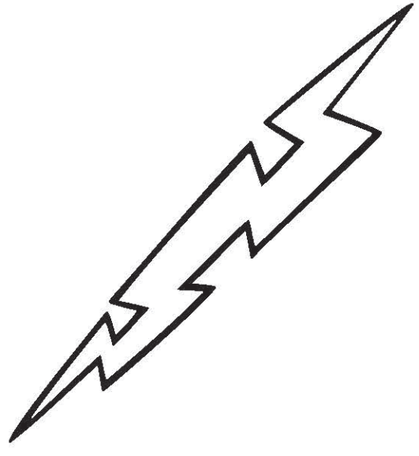

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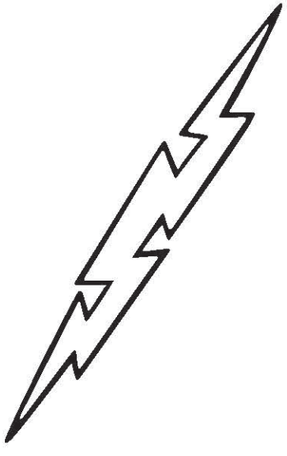

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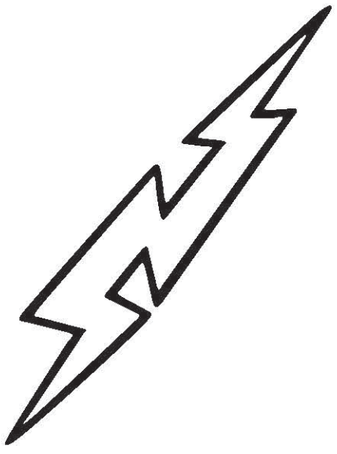

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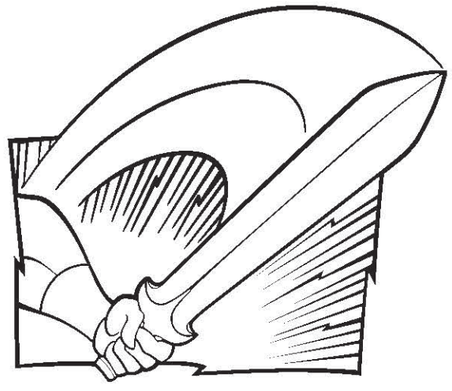

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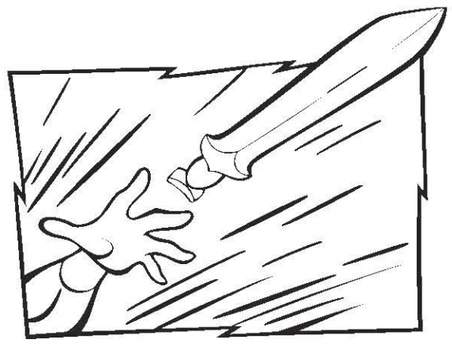

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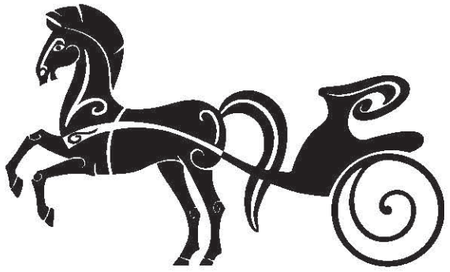

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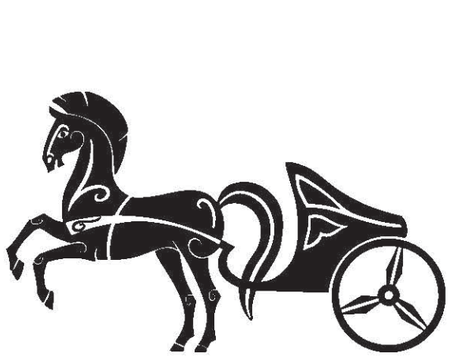

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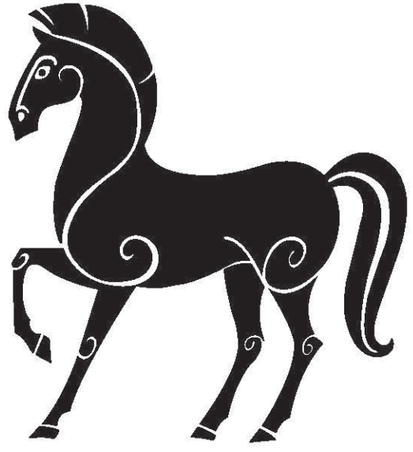

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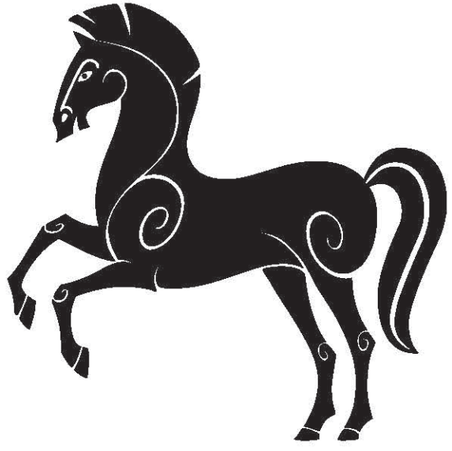

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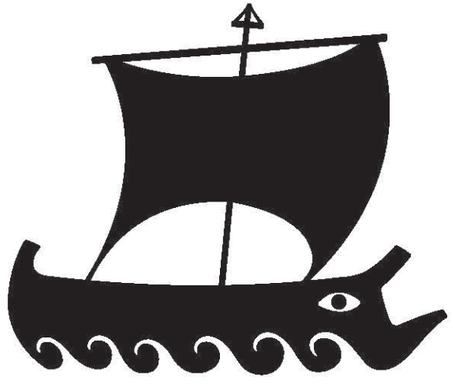

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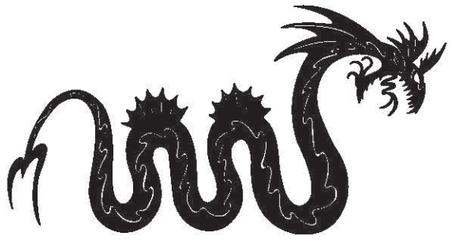

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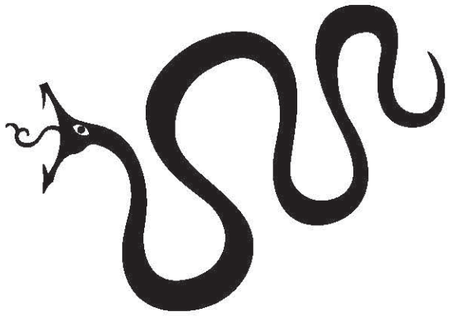

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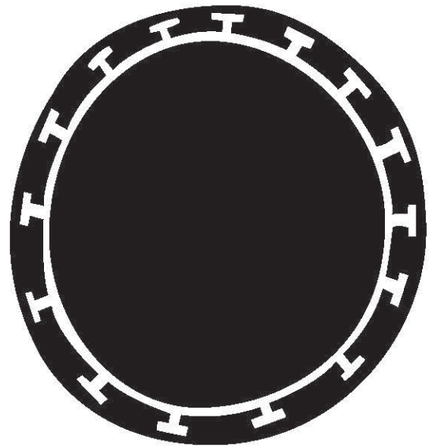

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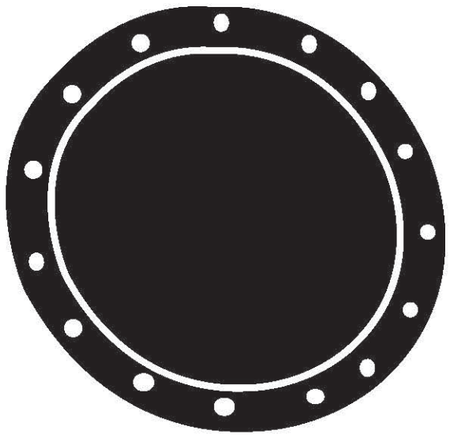

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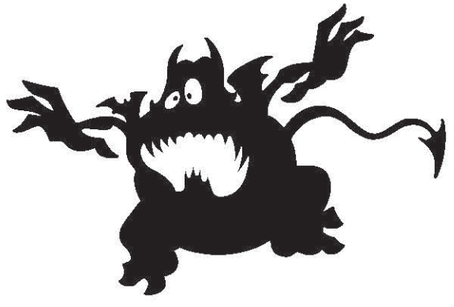

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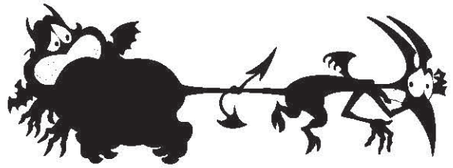

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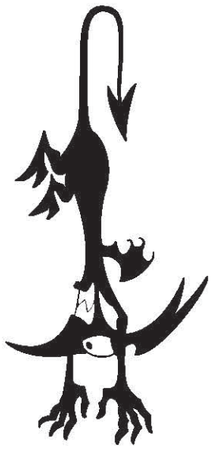

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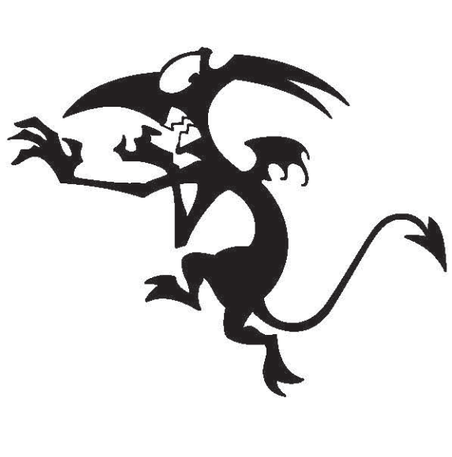

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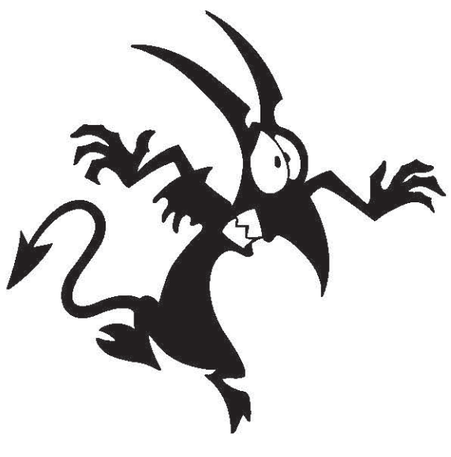

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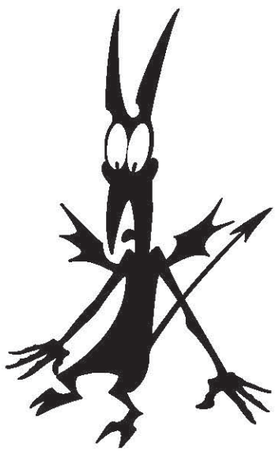

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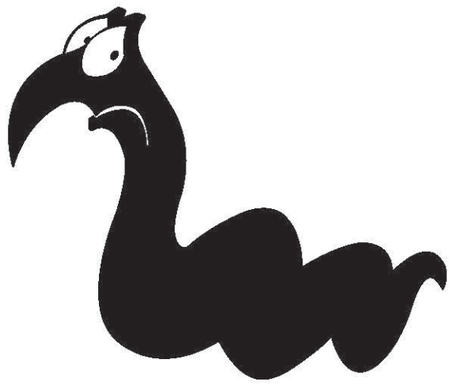

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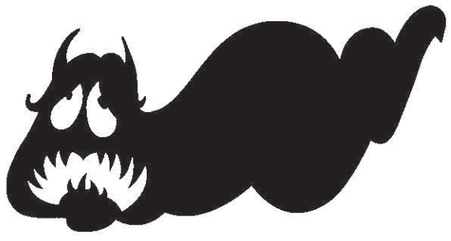

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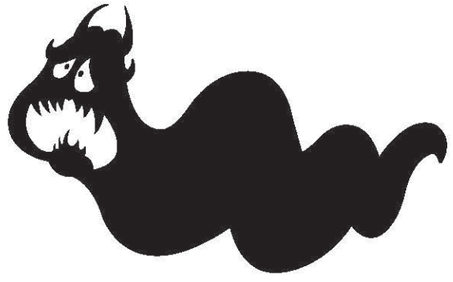

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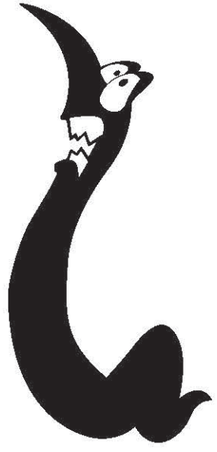

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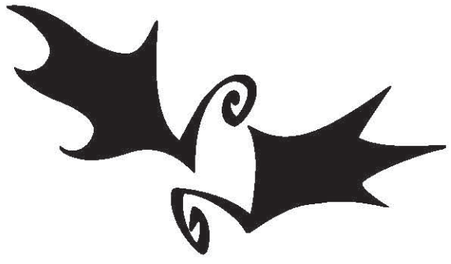

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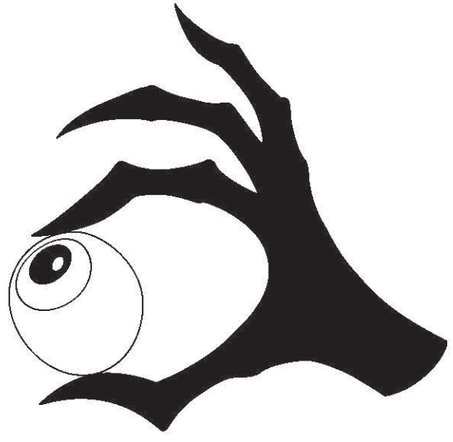

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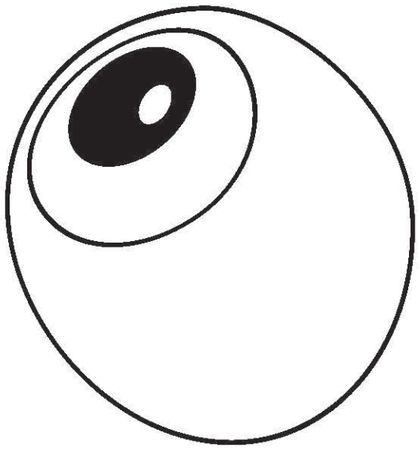

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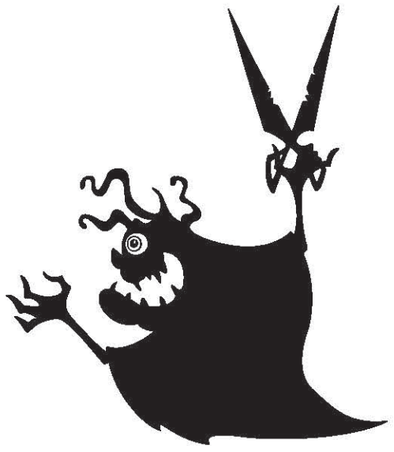

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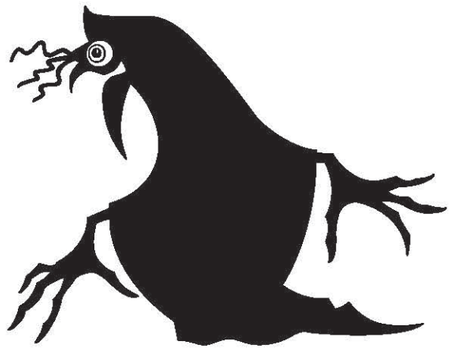

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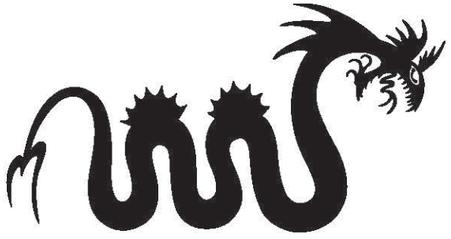

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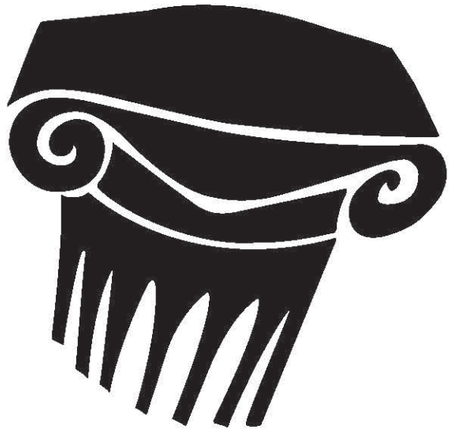

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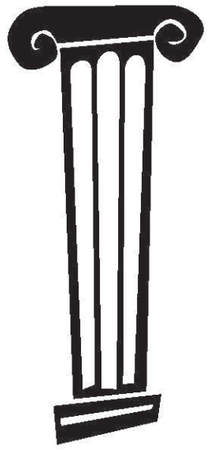

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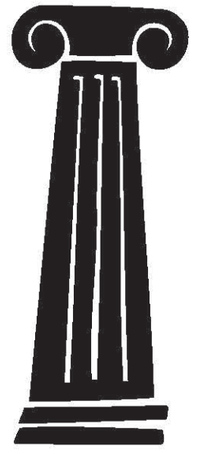

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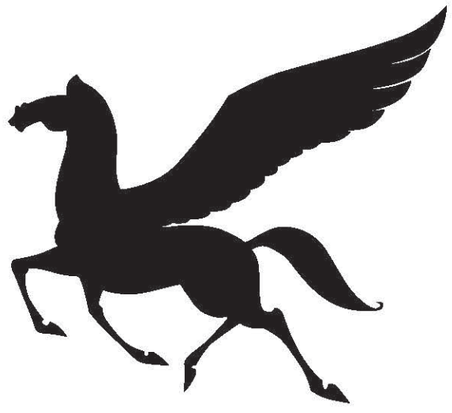

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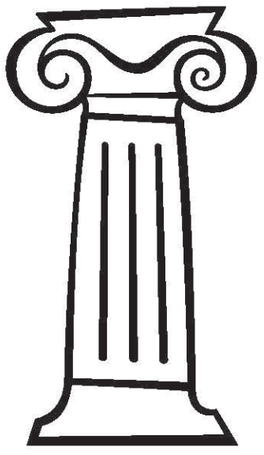

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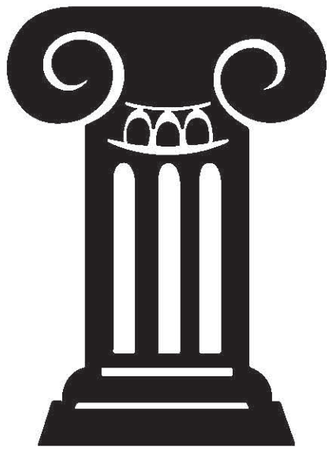

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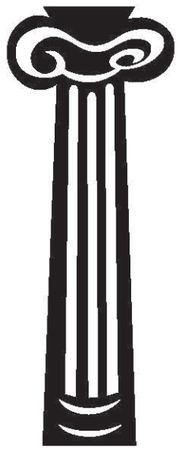

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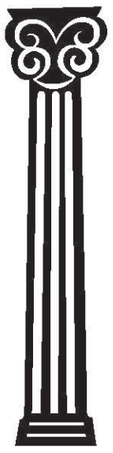

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY VILLAINS SPOT ART POOL

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AVAILABLE IN STYLE GUIDES

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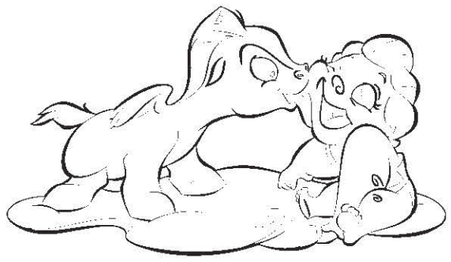

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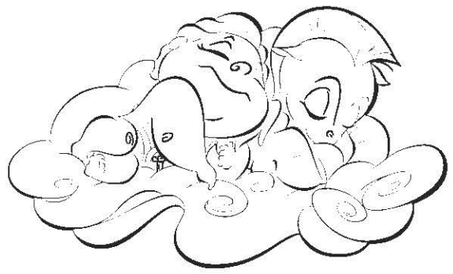

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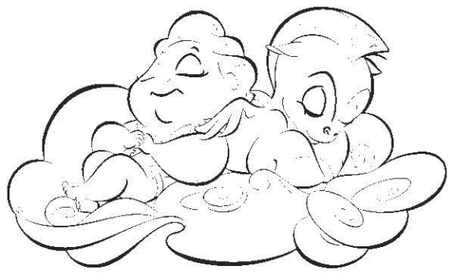

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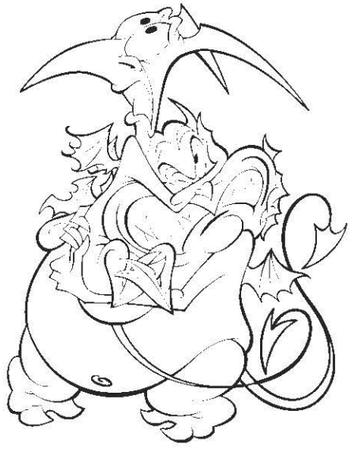

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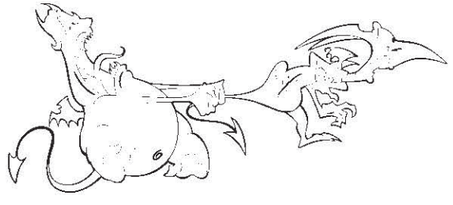

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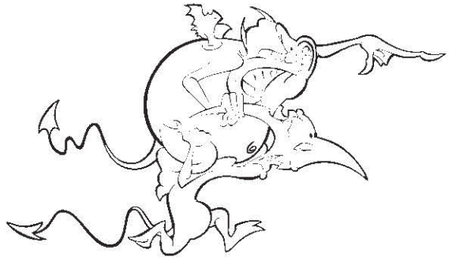

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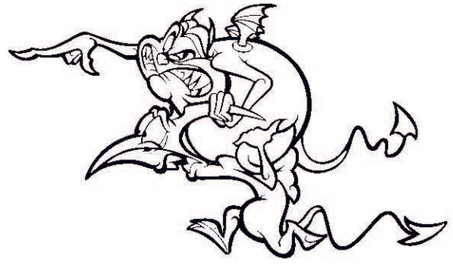

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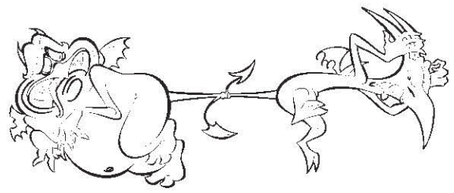

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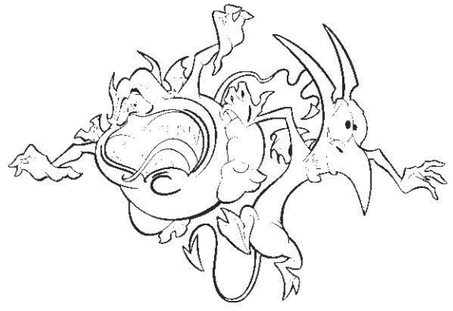

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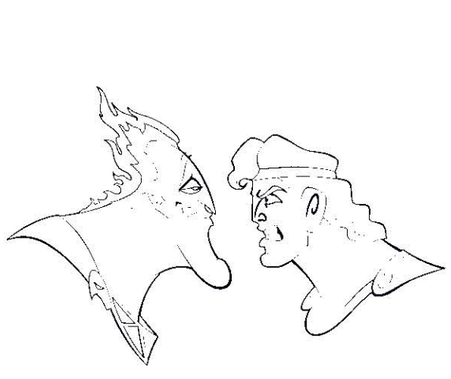

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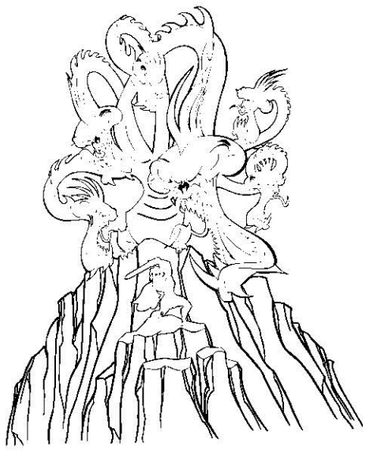

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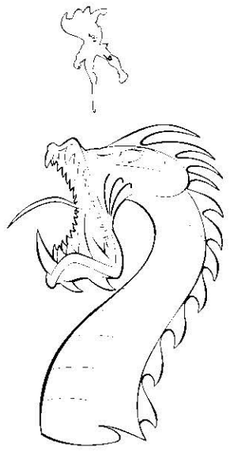

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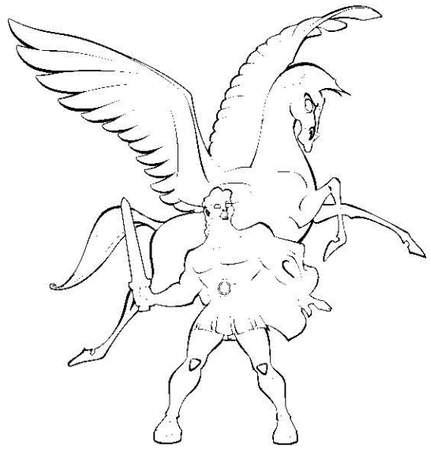

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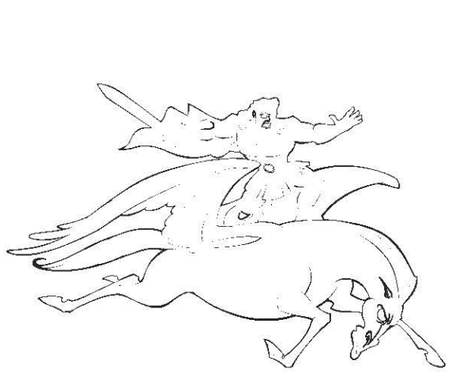

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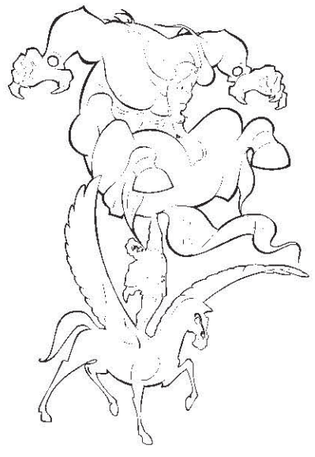

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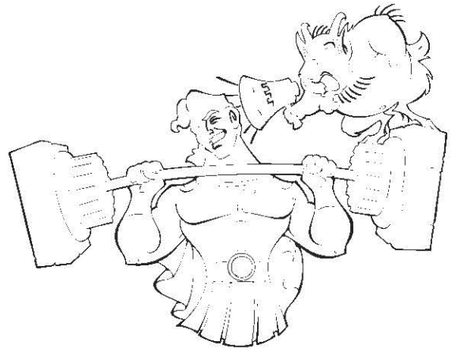

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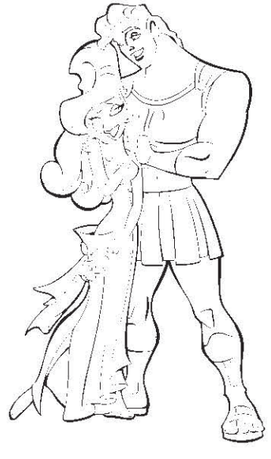

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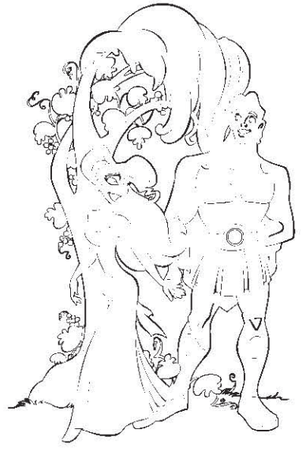

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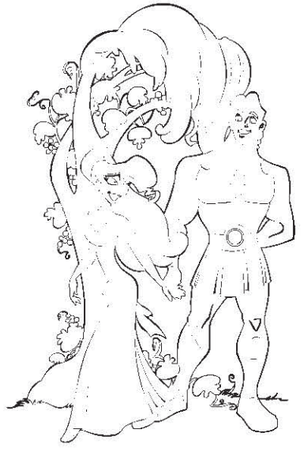

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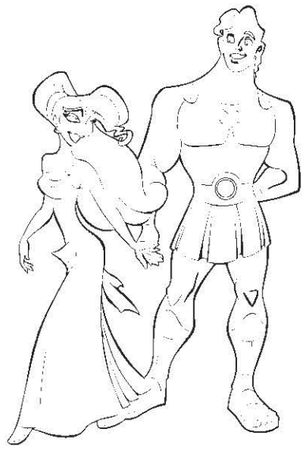

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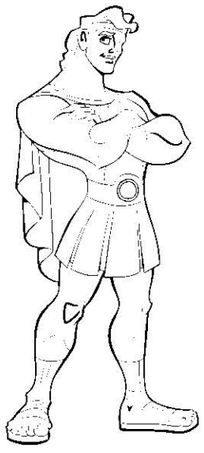

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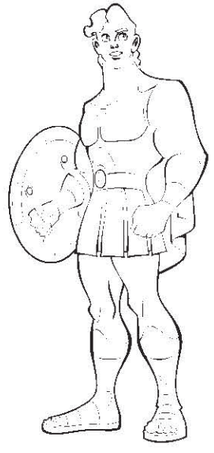

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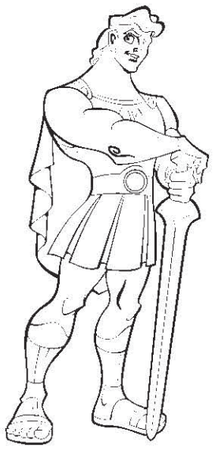

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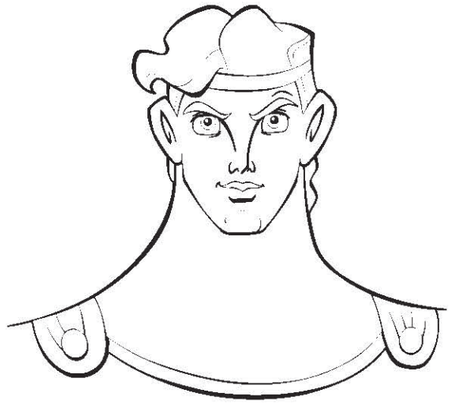

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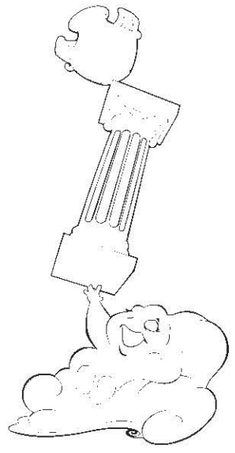

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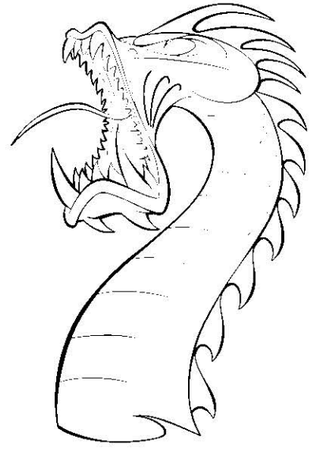

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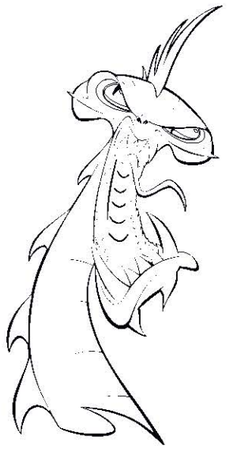

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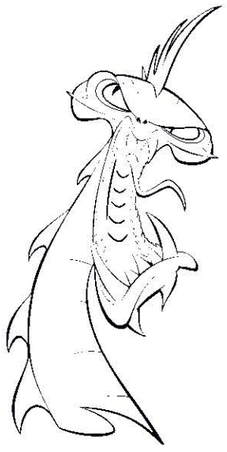

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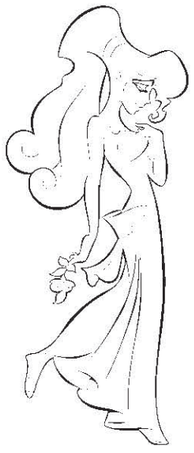

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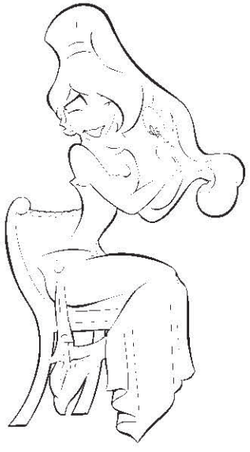

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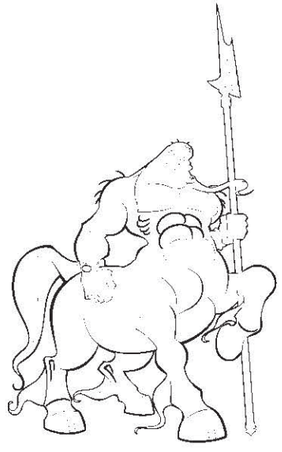

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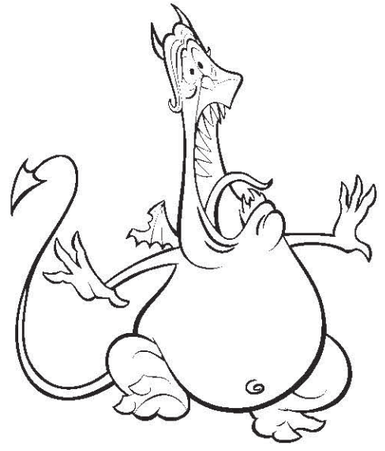

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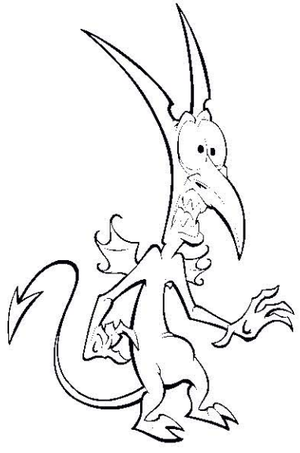

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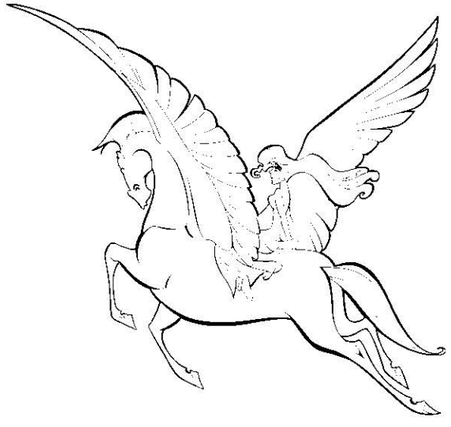

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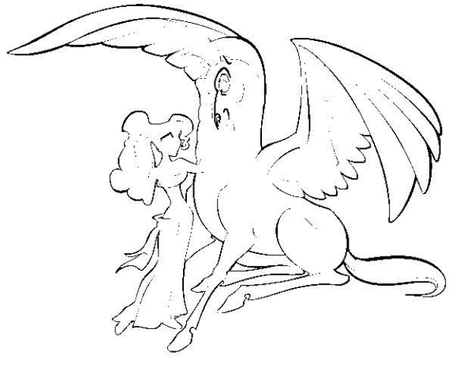

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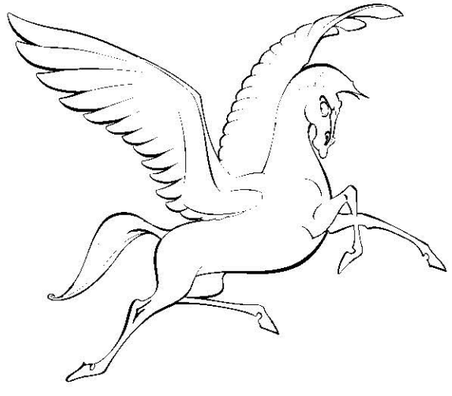

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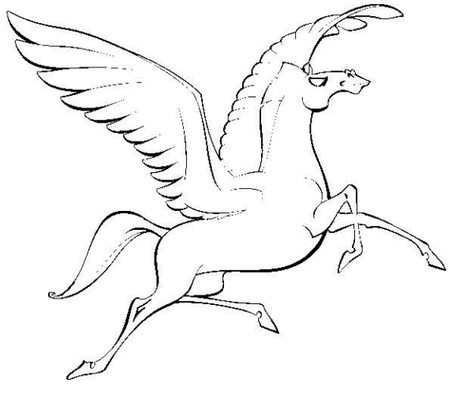

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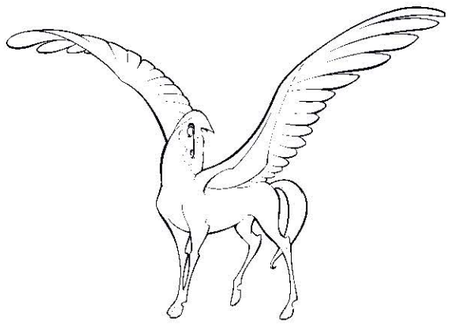

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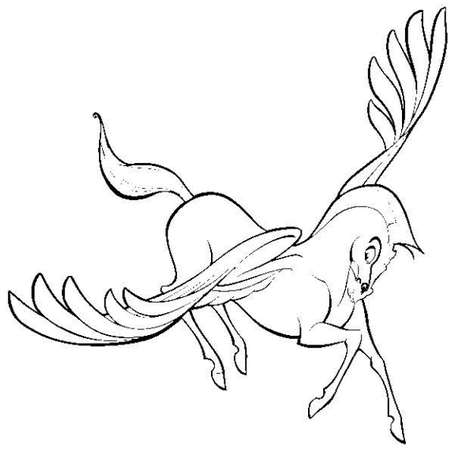

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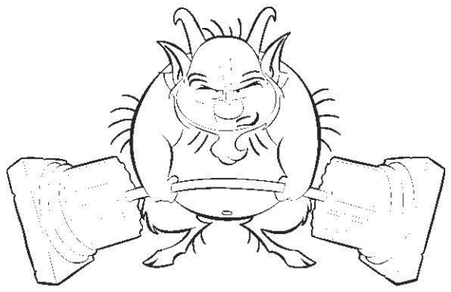

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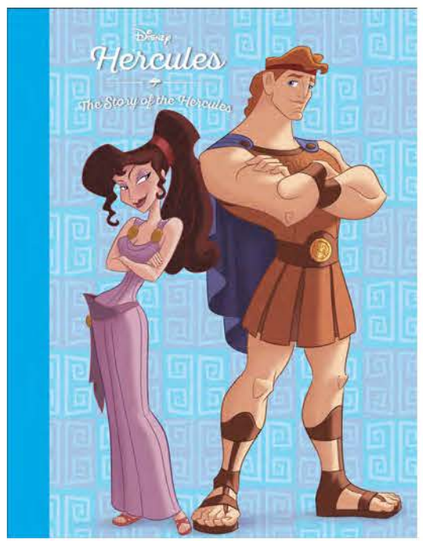
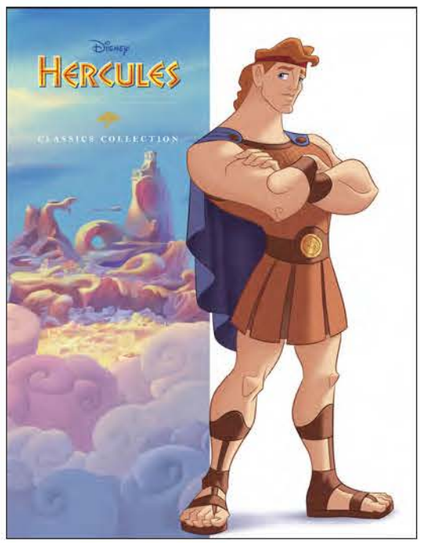
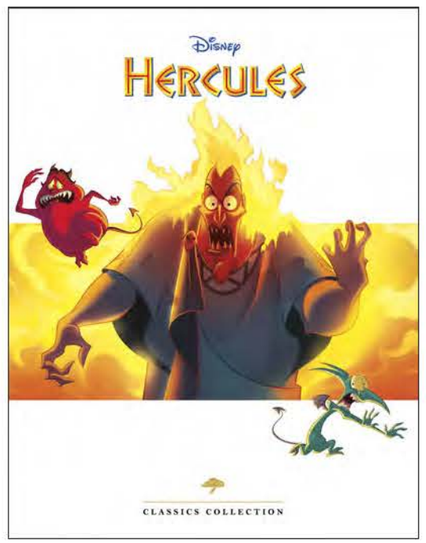
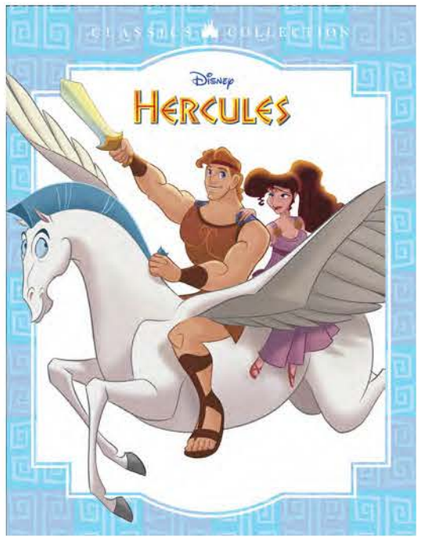
COVERS

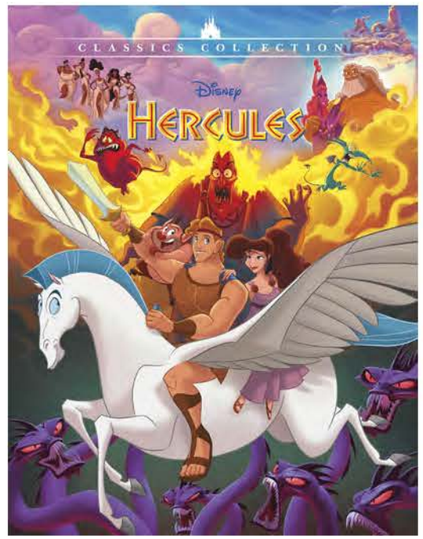
AVAILABLE IN THE DISNEY CLASSICS COVER POOL: 978DPWCCPB840











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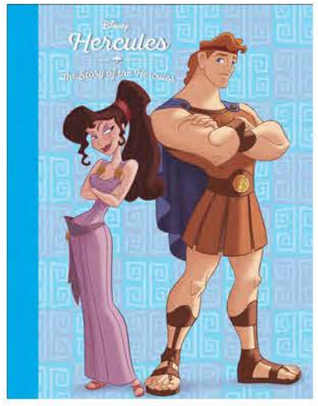
STORY INDEX

RETELLINGS



HERCULES CLASSIC STORYBOOK ART POOL

978DPWHCPB476

Ages 3–5

The refreshed 96-page classic storybook art pool for *Hercules*

COMING SOON!

HERCULES (LITTLE GOLDEN BOOK)

9780736443036

Ages 3–5

A Little Golden Book retelling of *Hercules*

COMING SOON!

HERCULES READ-ALONG STORYBOOK AND CD

9781368051354

Ages 5–8

A read-along retelling of *Hercules* with character voices and sound effects

EXTENSION STORIES

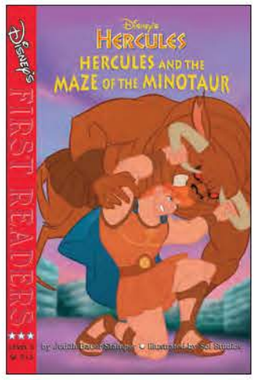
COMING SOON!

HADES: THE NEW NEMESIS

978DPWVIPB134

Ages 6–8

An extension story featuring Hades



HERCULES AND THE MAZE OF THE MINOTAUR

9780786841714

A leveled reader about Hercules entering the Maze of the Minotaur

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STORY INDEX

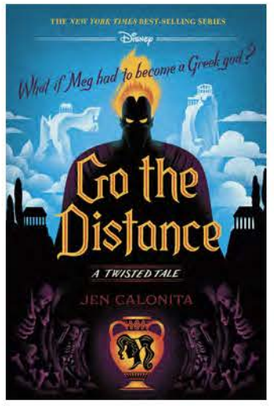
OLDER FORMATS

LIAR, LIAR, HEAD ON FIRE (DISNEY CHILLS)

9781368065436

Ages 8-12

A middle-grade novel in the Disney Chills series, starring the fiery villain Hades



GO THE DISTANCE (A TWISTED TALE)

9781368063807

Ages 12-18

A reimagining of the story of *Hercules* in the Twisted Tale series, starring Meg

VILLAINS #10

9781368076579

Ages 12-18

The tenth book in the Villains series, featuring Hades

COMICS & GRAPHIC NOVELS

HERCULES GRAPHIC NOVEL

DPWHCEGN01

Ages 6-12

A retelling of the film *Hercules* in comic format

COLORING & ACTIVITY

HERCULES COLORING PAGE POOL

978DPWHCCPP01

Ages 6-12

The coloring page pool for *Hercules*

© Disney

FINAL FRAMES

FIND THE FINAL FRAMES HERE:

https://dmc.disney.com/dmc-ui/collections/0b01d63680032a74?type=both

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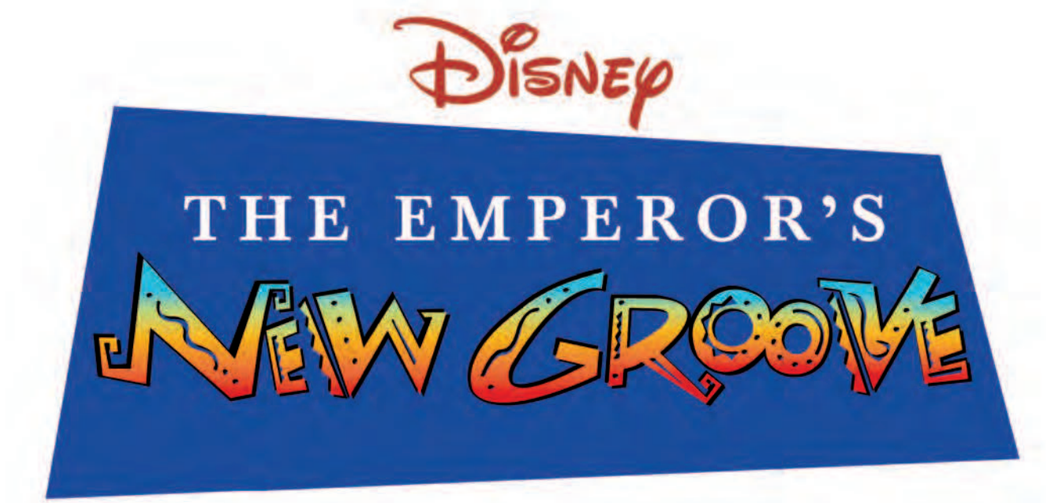
THE EMPEROR'S NEW GROOVE



THE EMPEROR'S NEW GROOVE (2000)

Next anniversary: Twenty-fifth in 2025

After Kuzco, a selfish, spoiled emperor, gets turned into a llama by his evil advisor, Yzma, he finds an unlikely ally in the kind peasant Pacha. As Kuzco and Pacha become friends, Kuzco learns the value of kindness and teamwork.

© Disney

PLOT SYNOPSIS

Kuzco, a pampered, self-centered teenage emperor, informs the kindly peasant Pacha that he plans to destroy Pacha's village to build a summer home. Later that day, Kuzco's recently fired advisor, Yzma, plots to poison him at dinner so she can steal his job—but after a mix-up, Kuzco turns into a llama instead. Yzma tells her bumbling sidekick, Kronk, to do away with Kuzco . . . but the conflicted Kronk drops Kuzco onto Pacha's cart by mistake.

The distraught Pacha returns home and discovers a confused stowaway—Kuzco. Kuzco wants to return to Yzma's lab so he can become human again; Pacha offers to help him, but only if he'll change his summer-home plans. Kuzco selfishly refuses and ventures off alone. He immediately gets into trouble when he taunts a squirrel, who in turn wakes some hungry jaguars. Fortunately, Pacha comes to Kuzco's rescue.

Meanwhile, Yzma has taken over as empress. Kronk admits that Kuzco isn't dead, and they set out to find him and finish the job.

Kuzco falsely promises he'll move his summer home if Pacha helps him—but his lies are revealed when they fall through a broken bridge. They get into a big fight, but it becomes clear that if they don't work together, they'll fall to their deaths. Once on solid ground, Pacha decides he'll help Kuzco anyway, hoping he'll change his mind during their journey.

Yzma and Kronk nearly catch Kuzco at a restaurant, but Pacha forces him to run. Pacha warns that Yzma is out to get him, but the disbelieving Kuzco goes his own way—realizing too late that Pacha was right. He spends a night alone in a rainstorm and comes to regret his actions. The next day, Kuzco and Pacha find each other, and Kuzco apologizes; they team back up.

As Pacha's family distracts Yzma, Pacha and Kuzco get a head start to the palace. They arrive in the lab—but improbably, Yzma and Kronk beat them there. Yzma orders Kronk to kill them, but Kronk listens to his conscience and refuses. Pacha and Kuzco run, and along the way, Kuzco tries various potions to become human again. In the crossfire, Yzma turns into a cat and attacks, causing Pacha to fall off a ledge. Kuzco must choose between saving the human potion and saving Pacha, and he chooses his friend. Afterward, they work together to reach the vial, and though Yzma tries to intervene, Kronk arrives and accidentally knocks her out.

Once he's human again, Kuzco makes amends for his mistakes, telling Pacha he won't demolish his village after all. Sometime later, Kuzco and Pacha's family enjoy his new pool together. Kronk has become a scout leader, and Yzma (as a cat) is one of his scouts.

© Disney

GUARDRAILS

WORLD RULES

- In this world, the human characters can use potions that transform them into animals. This element can be explored further in extension stories; however, make sure to clear ideas with the DPW Classics franchise lead.
- Animals who are not shown speaking within the film, like Bucky the squirrel, cannot speak to humans; however, humans who have learned the squirrels' language, including Kronk and his new Scouts, can understand and communicate with squirrels. Humans who turn into animals, like Kuzco in llama form and Yzma in cat form, can still speak normally.

OTHER FILM AND TV APPEARANCES

- These characters and their world make further appearances in the film *Kronk's New Groove* and the show *The Emperor's New School*. However, before creating stories that cross to other properties or using non-*The Emperor's New Groove*-affiliated assets, please clear with the DPW Classics franchise lead. They will review on a case-by-case basis.

HOLIDAYS AND SEASONAL USAGE

- Characters from *The Emperor's New Groove* may not appear in holiday-themed storytelling, but they may appear in appropriate generic seasonal storytelling. All portrayals of seasons must stay true to the film's location and time period.

CHRISTMAS	HALLOWEEN	VALENTINE'S DAY	EASTER	GENERIC SEASONAL	ADDITIONAL APPROVED
NO	NO	NO	NO	YES	NONE

© Disney

EDITORIAL GUIDELINES

DOS

- **Do** focus on themes of treating others with kindness and respect, working together, and the unpredictability of life.
- **Do** highlight the friendship between Kuzco and Pacha, and the strong familial bonds among Pacha, Chicha, and their children.
- **Do** tell stories that explore the characters' Incan-inspired heritage in a nuanced way.

DON'TS

- **Don't** show moments of Kuzco's rude and selfish behavior without storytelling context.
- **Don't** create extension storytelling that features Kuzco only in animal form.

© Disney

CHARACTER SIZE CHART

© Disney

CHARACTER BIOS

KUZCO

Kuzco is a teenage emperor who, at the film's start, is quite spoiled, narcissistic, and self-centered. He makes extreme demands from his staff and subjects, like forcing entire villages to evacuate so he can use their land to build his summer home. He also does not like being touched. However, after Yzma turns him into a llama and he becomes friends with Pacha, he learns the value of kindness and collaboration. By the film's end, he has become an honorary member of Pacha's family and invites them to enjoy his new pool. He never loses his dry, sarcastic sense of humor.

QUOTES

- "Well, you'll never believe this, but that llama you're looking at was once a human being. And not just any human being. That guy was an emperor. A rich, powerful ball of charisma. Oh, yeah! This is his story. Well, actually, my story. That's right . . . I'm that llama."
- "You threw off my groove!"
- "Boom, baby!"
- "Boo-yah."
- "No touchy!"

© Disney

CHARACTER BIOS

PACHA

Pacha is a selfless, kindhearted, and humble peasant who believes there's good in everybody. He adores his wife, Chicha, and children, Tipo and Chaca, and the village his family has called home for six generations. He becomes an unlikely ally to Kuzco after the emperor turns into a llama, despite the fact that Kuzco plans to destroy Pacha's village. On their journey, they often argue and disagree, but they eventually become friends and learn to work together. Pacha's kindness and willingness to tell Kuzco hard truths serve as catalysts for Kuzco's change of heart. At the film's end, they remain close friends and get together to play in Kuzco's new pool.

QUOTES

- "I can't let you go back unless you change your mind and build your summer home somewhere else."
- "Don't worry, Your Highness, I got ya! You're safe now!"
- "Deep down, I think you'll realize that you're forcing an entire village out of their homes just for you. . . . Nobody's that heartless."
- "Someday, you're gonna wind up all alone, and you'll have no one to blame but yourself."

© Disney

YZMA

Yzma is Kuzco's power-hungry, conniving, and comically eccentric advisor—until she gets fired and becomes his biggest enemy. She has served the empire for decades but craves the throne for herself, so much so that she plots to murder Kuzco and replace him. During Kuzco's absence, she proves to be a clueless ruler, asking starving peasants why they "chose" to be that way in the first place. Her closest ally is Kronk, whom she can easily manipulate and control. At the film's end, her desperation to kill Kuzco leads to her turning into a harmless kitty, and she ends up joining Kronk's scout troop.

QUOTES

- "He can't get rid of me that easily! Who does that ungrateful little worm think he is?"
- "Pull the lever, Kronk! . . . Wrong lever!"
- "Why do we even have that lever?"
- "Ah, how shall I do it? Oh, I know. I'll turn him into a flea, a harmless little flea, and then I'll put that flea in a box, and then I'll put that box inside of another box, and then I'll mail that box to myself, and when it arrives . . . I'll smash it with a hammer! It's brilliant, brilliant, brilliant, I tell you! Genius, I say! Or, to save on postage, I'll just poison him with this."

NOTE

Yzma is an official Disney Villain. For more information, please refer to the Disney Villains Tool Kit.

© Disney

CHARACTER BIOS

KRONK

Kronk is Yzma's buff, happy-go-lucky assistant. What he lacks in logical thinking skills he makes up for in enthusiasm and a variety of other abilities; he is overwhelmingly strong, a talented chef, and fluent in the language of squirrels. Though at first he follows Yzma's orders quite diligently, he is actually a kind and conflicted soul—an angel and devil appear on his shoulder when she asks him to do something particularly nasty. Ultimately, he listens to his conscience and refuses to harm Kuzco and Pacha. He switches careers to become a leader to a new crop of Scouts and squirrel-language teacher, and he even lets Yzma (as a cat) join his group.

QUOTES

- "Well, it's better you're taking out your anger on these things instead of the real Kuzco, huh?"
- "Oh, right, the poison, the poison for Kuzko. The poison chosen specifically to kill Kuzko, Kuzko's poison . . . That poison?"
- "My spinach puffs!"
- "I was a Junior Chipmunk, uh, and I had to be versed in all the woodland creatures. . . . Squeaky, uh, squeak, squeaker, squeakin'."

NOTE

Kronk is an official Disney Villains sidekick. For more information, please refer to the Disney Villains Tool Kit.

© Disney

CHARACTER BIOS

CHICHA

Chicha is Pacha's wife and mother to Chaca and Tipo. She is also pregnant with their third child, and the happy baby joins the family at the film's end. Down-to-earth, sassy, and tough, she loves her family and her home, and she'll do anything to protect them. Smart and practical, she sees through Yzma's ploys right away and comes up with a clever plot to distract her. A loving mother, she has a knack for getting Chaca and Tipo to behave themselves.

QUOTES

- "Okay, everybody move aside. Lady with a baby coming through."
- "You know what I'd do? I'd march right back there and demand to see him, that's what I'd do!"

CHACA AND TIPO

Chaca and Tipo are Pacha and Chicha's young daughter and son, respectively. They are both fun-loving, energetic, and rambunctious, and eager to help their parents. They join become Scouts under the tutelage of Kronk at the film's end.

© Disney

BUCKY

Bucky is a squirrel who lives in the dangerous jungles of the empire. While he is friendly at first, he does not like rude people like Kuzco and Yzma. He finds a friend in Kronk, who can speak his "squeaking" language, and works with Kronk to run his new Scouts troop.

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DESIGN ASSETS

BADGES

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CPLA148242.ai

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY ANIMALS SPOT ART POOL

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CHARACTER SPOT ART

AVAILABLE IN THE DISNEY VILLAINS SPOT ART POOL

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STORY INDEX

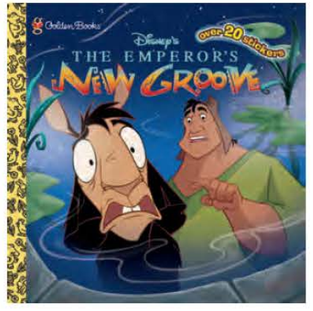
RETELLINGS

THE EMPEROR'S NEW GROOVE CLASSIC STORYBOOK ART POOL

978DPWEGPB208

Ages 3–5

The 96-page classic storybook art pool for *The Emperor's New Groove*



THE EMPEROR'S NEW GROOVE (LOOK LOOK BOOK)

9780307200075

Ages 6–8

A Look Look Book retelling of *The Emperor's New Groove*, including stickers

THE EMPEROR'S NEW GROOVE

9780736401968

Ages 6–8

A read-aloud storybook retelling of *The Emperor's New Groove*

EXTENSION STORIES

YZMA: SECRET POTION COMMOTION

978DPWVIPB648

Ages 6–8

An extension story featuring Yzma

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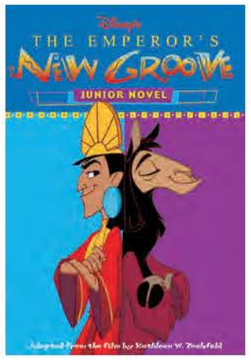
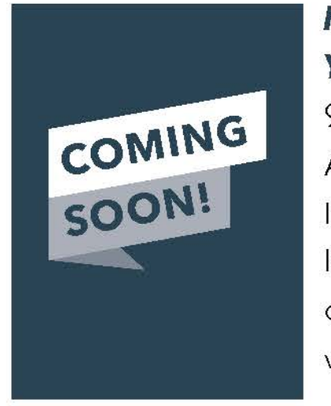
OLDER FORMATS



***THE EMPEROR'S NEW GROOVE* JUNIOR NOVEL**
9780786844296
Ages 8–12
A junior novel retelling of *The Emperor's New Groove*

***THE EMPEROR'S NEW GROOVE* JOKE BOOK**
9780786844289
Ages 8–12
The fun continues with this joke book from *The Emperor's New Groove*.

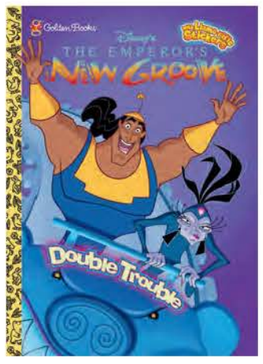


HAPPILY NEVER AFTER: YZMA
978DPWVIAD120
Ages 14–18
In this YA series, readers learn the tragic love stories of Disney's most infamous villains.

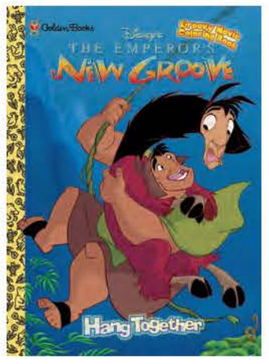
COMICS & GRAPHIC NOVELS

***THE EMPEROR'S NEW GROOVE* GRAPHIC NOVEL**
DPWEGEGN01
Ages 6–12
A retelling of the film *The Emperor's New Groove* in comic format

COLORING & ACTIVITY



DOUBLE TROUBLE
9780307283313
Ages 3–5
A coloring and sticker book featuring Kuzco and Pacha in a retelling of their exciting adventure



HANG TOGETHER
9780307337634
Ages 6–12
A coloring and activity book full of word and counting games, mazes, and more that follows Kuzco and Pacha on their bold adventure

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GTL LINKS INDEX

GTL LINKS INDEX

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Disney Classics Maps
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Disney Classics Maze Pool
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Disney Classics Learning Art Pool
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Disney Villains Spot Art Pool
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Disney and Pixar Vehicles Art Pool
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Disney Classics Spot Art Pool #2
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COVER POOL

Disney Classics Cover Pool
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CLASSIC STORYBOOK ART POOLS

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Dumbo Classic Storybook Art Pool
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Bambi Classic Storybook Art Pool
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Alice in Wonderland Classic Storybook Art Pool
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Peter Pan Classic Storybook Art Pool
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CLASSIC STORYBOOK ART POOLS

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101 Dalmatians Classic Storybook Art Pool
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The Sword in the Stone Classic Storybook Art Pool
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The Aristocats Classic Storybook Art Pool
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Robin Hood Classic Storybook Art Pool
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The Rescuers Classic Storybook Art Pool
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The Rescuers Down Under Classic Storybook Art Pool
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Hercules Classic Storybook Art Pool
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The Emperor's New Groove Classic Storybook Art Pool
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PINOCCHIO

RETELLINGS

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Pinocchio (Little Golden Board Book)
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Pinocchio [TEXT ONLY]
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Pinocchio's Nose Grows (Step Into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=13439

Animated Classics: Walt Disney's Pinocchio
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=496966

EXTENSION STORIES

Figaro's Day Out
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A Meowy Christmas
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037932

The Witch of Walddunkel Way
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A Real Boy
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=498785

A Nose for Trouble
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037933

The Perfect Gift
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037934

OLDER FORMATS

When You Wish Upon a Star (A Twisted Tale)
LINK TK

COMICS & GRAPHIC NOVELS

Pinocchio Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=2022012

COLORING & ACTIVITY

Pinocchio Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=505058

LIVE-ACTION *PINOCCHIO*

Pinocchio Live-Action Junior Novelization
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2040960

© Disney

FANTASIA - "THE SORCERER'S APPRENTICE"

RETELLINGS

The Sorcerer's Apprentice (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=464758

The Sorcerer's Apprentice: A Classic Mickey Mouse Tale
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=459354

The Sorcerer's Apprentice
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=432543

OLDER FORMATS

The Magic Is in You
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=460669

© Disney

DUMBO

RETELLINGS

Dumbo Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=524559

Dumbo (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=21190

I Am Dumbo (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=473707

Dumbo Read-Along Storybook and CD
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=475302

Dumbo (Step Into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=474250

Dumbo (Big Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=46195

Animated Classics: Walt Disney's Dumbo
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=482586

EXTENSION STORIES

Timothy's Big Day
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=484257

Dumbo and Mama
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=421050

A Brand New Act
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2041570

Dumbo's Snowy Day
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2041571

COMICS & GRAPHIC NOVELS

Classic Dumbo Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=847943

COLORING & ACTIVITY

Dumbo Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=482414

LIVE-ACTION *DUMBO*

Dumbo Live Action Tool Kit
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=480179

Dumbo Live Action Picture Book
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=467133

Dumbo: Circus of Dreams (Live Action Novelization)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=467132

The Art and Making of Dumbo
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=475320

Dumbo Live Action Cover Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=473565

Dumbo Live Action Spot Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=484504

Dumbo Live Action Storybook Photo Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=475099

Dumbo Live Action Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=478801

Dumbo Live Action Activity Pool (Illustrated)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=475098

Dumbo Live Action Activity Pool (Photos)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=475912

Dumbo Live-Action Movie Special Magazine
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=847966

© Disney

BAMBI

RETELLINGS

Bambi Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466812

Bambi (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=21189

Bambi Read-Along Storybook and CD
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=52410

EXTENSION STORIES

Bambi's Hide and Seek (Step Into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=13488

The Winter Trail
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=14506

Snowy Day (Fuzzy Tab Book) [Paint Scans only]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=83865

Opossum Problem [Paint Scans only]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=84176

Bambi's Game [Paint Scans only]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=83853

The Light-Up Night
LINK TK

The Wonderful Winter Tree
LINK TK

The Spring Adventure
LINK TK

COMICS & GRAPHIC NOVELS

Bambi Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?id=816412

COLORING & ACTIVITY

Bambi Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2010270

TOOL KITS

Disney Bunnies Tool Kit
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=522531

© Disney

ALICE IN WONDERLAND

RETELLINGS

Alice in Wonderland Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466810

Alice in Wonderland (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=34447

Alice in Wonderland (Little Golden Book, board book edition)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=504096

Mad Hatter's Tea Party (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=420353

Alice in Wonderland Read-Along Storybook and CD
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2047697

Alice in Wonderland (Step into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=66651

Animated Classics: Walt Disney's Alice in Wonderland
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=516469

Walt Disney's Alice in Wonderland
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=410118

EXTENSION STORIES

A Snack for the Queen
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=498780

Happy Holler-ween
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=498781

World of Reading Level 1: Queen of Hearts
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=517248

Queen of Frights
LINK TK

A Present for the Queen
LINK TK

OLDER FORMATS

Before the Story: Alice's Un-Goodbye Party
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2041963

Unbirthday (A Twisted Tale)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=447304

COMICS & GRAPHIC NOVELS

Alice in Wonderland Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=2034689

Wonderland
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=24737

COLORING & ACTIVITY

Alice in Wonderland Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=21903

LIVE-ACTION TIM BURTON'S *ALICE IN WONDERLAND*

Alice in Wonderland
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=425315

Tim Burton's Alice in Wonderland Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=816444

Alice in Wonderland Manga
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=833941

Alice's Adventures: The Complete Visual Guide
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=424236

Alice in Wonderland: A Visual Companion
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=36549

LIVE-ACTION TIM BURTON'S *ALICE THROUGH THE LOOKING GLASS*

Alice Through the Looking Glass
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=409706

Alice Through the Looking Glass: A Matter of Time
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=408482

Alice Through the Looking Glass Ultimate Sticker Book
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=424237

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PETER PAN

RETELLINGS

Peter Pan Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466811

Peter Pan (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=27166

Peter Pan Read-Along Storybook and CD
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=70114

Peter Pan (Step into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=66655

World of Reading Villains 3-in-1 Listen-Along Reader
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=458280

Walt Disney's Peter Pan
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=34242

EXTENSION STORIES

Nana and the Game of Hide-And-Seek
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2008896

An Adventure for Wendy
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=518526

Christmas in Never Land
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037884

Peter Pan Classics Original Extension Story
LINK TK

Captain Hook's Shadow
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037883

The Curse of the Crow
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037886

A Trick for Hook
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037882

To the Rescue!
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037885

OLDER FORMATS

Second Star to the Fright (Disney Chills)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=494440

Never Never (Villains)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=463102

Straight on Till Morning (A Twisted Tale)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=445786

The Dark Ascension Series: Captain Hook
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=520831

COMICS & GRAPHIC NOVELS

Peter Pan Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?id=816429

COLORING & ACTIVITY

Peter Pan Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2058445

LIVE-ACTION *PETER PAN & WENDY*

Peter Pan & Wendy Live Action Junior Novelization
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2043315

Peter Pan & Wendy Live Action Original Novel
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2043316

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LADY AND THE TRAMP

RETELLINGS

Lady and the Tramp Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466797

Lady and the Tramp (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=22934

Lady and the Tramp Read-Along Storybook and CD
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=58670

Lady and the Tramp (Step Into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=66650

Animated Classics: Walt Disney's Lady & the Tramp
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=516496

EXTENSION STORIES

Scamp, the Adventures of a Little Puppy
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=30817

What's that Noise?
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=12740

A Trusty Babysitter
LINK TK

Barking Up the Right Tree
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=498784

Christmas Traditions
LINK TK

Lady's Christmas Surprise
LINK TK

Scamp the Hero
LINK TK

COMICS & GRAPHIC NOVELS

Lady and the Tramp Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?id=857762

COLORING & ACTIVITY

Lady and the Tramp Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=505120

LIVE-ACTION *LADY AND THE TRAMP*

Lady and the Tramp Junior Novel
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=502590

Lady and the Tramp: How Lady Met Tramp
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=502588

Lady and the Tramp: Puppy Love (World of Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=502589

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101 DALMATIANS

RETELLINGS

101 Dalmatians Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466809

101 Dalmatians (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=27173

101 Dalmatians (Little Golden Board Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=521227

101 Dalmatians Read-Along Storybook and CD
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=524308

101 Dalmatians (Step into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=81155

Animated Classics: Disney 101 Dalmatians
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=503006

World of Reading Villains 3-in-1 Listen-Along Reader
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=458280

EXTENSION STORIES

Spot the Difference
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=508392

The Great Egg Hunt
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=494355

Thunderbolt Patch
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=94627

Fire Pup of the Day
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=521810

The Lucky Puppy
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=442879

Cruella De Vil: Coup at the Zoo!
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=509651

Detective Lucky
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037931

The Puppies' Messy Christmas
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037930

Puppy Trouble
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037929

Snow Puppies
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2037881

OLDER FORMATS

Before the Story: Anita's Puppy Tale
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=507085

Be Careful What You Wish Fur (Disney Chills)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=521462

Evil Thing (Villains)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=443594

101 Dalmatians (A Twisted Tale)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2061135

COMICS & GRAPHIC NOVELS

101 Dalmatians Graphic Novel
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2005112

101 Dalmatians Cinestory Comic
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=826255

Evil Thing: A Villains Graphic Novel
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2025248

COLORING & ACTIVITY

101 Dalmatians Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2010268

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101 DALMATIANS

101 DALMATIAN STREET

A Dog's Best Friend
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=474608

Perfect Match
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=482412

The Woof Factor
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=474609

101 Dalmatian Street Cover Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=507072

101 Dalmatian Street Special Magazine
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=851738

101 Dalmatian Street Comic Collection
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=847142

LIVE-ACTION *CRUELLA*

Cruella Live Action Novelization
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=516208

Cruella's Sketchbook
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=508282

Hello, Cruel Heart
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=516209

Disney Cruella: The Manga: Black, White, and Red
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=2008354

LIVE-ACTION *102 DALMATIANS*

102 Dalmatians
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=11206

Christmas Tails
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=13539

The Power of Pups
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=10666

© Disney

THE SWORD IN THE STONE

RETELLINGS

The Sword in the Stone Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466802

The Sword in the Stone (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=408820

EXTENSION STORIES

The Pajama Party
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=505596

OLDER FORMATS

The Sword in the Stone (A Twisted Tale)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2061134

COMICS & GRAPHIC NOVELS

The Sword in the Stone Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=816442

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THE JUNGLE BOOK

RETELLINGS

The Jungle Book Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2018206

The Jungle Book (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=15173

The Jungle Book: Jungle Friends (Step Into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=15174

EXTENSION STORIES

It Takes Two
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=401410

Shadows in the Jungle
LINK TK

Mowgli's Great Story
LINK TK

Jungle Moves
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=13365

OLDER FORMATS

The Jungle Book (A Twisted Tale)
LINK TK

COMICS & GRAPHIC NOVELS

The Jungle Book Graphic Novel
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=12751

COLORING & ACTIVITY

The Jungle Book: My Coloring Book
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=420442

JUNGLE CUBS

Jungle Cubs: Louie's Surprise (Look, Look Book) [Paint Scans only]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=84131

Jungle Cubs: Jungle Race (Look, Look Book) [Paint Scans only]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=84390

LIVE-ACTION *THE JUNGLE BOOK*

Mowgli's Rainy Day
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=403838

The Jungle Book: The Strength of the Wolf is the Pack
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=403817

The Jungle Book Cinestory Comic
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=415436

The Jungle Book LA Movie Special Magazine
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=833577

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THE ARISTOCATS

RETELLINGS

The Aristocats Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466799

The Aristocats (Little Golden Book) [art only]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=480315

EXTENSION STORIES

The Surprise Party
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=484256

The Coziest Carriage
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2046890

The Birthday Wish
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2046888

We Love Marie
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=402232

Rat-A-Tat, Cat
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=13929

Disney's Marie
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=22586

OLDER FORMATS

The Aristokittens: Welcome to the Creature Café
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2048794

The Aristokittens: The Great Biscuit Bake-Off
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2048795

The Aristokittens: The Fantastic Rabbit Race
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2056411

COMICS & GRAPHIC NOVELS

The Aristocats Graphic Novel Refresh
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?id=860862

COLORING & ACTIVITY

Aristocats Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=21907

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ROBIN HOOD

RETELLINGS

Robin Hood Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466801

EXTENSION STORIES

Castle Rescue
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=498787

Robin Hood and the Daring Mouse [Paint Scans only]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=84264

Robin Hood and Skippy's Best Birthday [Paint Scans only]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=84259

Christmas for Everyone
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2046891

OLDER FORMATS

Robin Hood (A Twisted Tale)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2061137

COMICS & GRAPHIC NOVELS

Robin Hood Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?id=816435

© Disney

THE RESCUERS & THE RESCUERS DOWN UNDER

THE RESCUERS

RETELLINGS

The Rescuers Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466803

THE RESCUERS DOWN UNDER

RETELLINGS

The Rescuers Down Under Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466871

The Rescuers Down Under (Big Golden Book) [Paint Scans only–pick up text from CSAP]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=84300

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THE FOX AND THE HOUND

RETELLINGS

The Fox and the Hound Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466870

The Fox and the Hound: Hide and Seek (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=23143

The Fox and the Hound (Little Golden Book Board Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2022153

COMICS & GRAPHIC NOVELS

The Fox and the Hound Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?back=true&ID=2034690

COLORING & ACTIVITY

Fox and Hound Forever Friends (Colortivity)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2043296

© Disney

THE GREAT MOUSE DETECTIVE

RETELLINGS

The Great Mouse Detective Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=19960
Basil's Great Escape (Look Look Book) [Paint Scans only]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=84666

COLORING & ACTIVITY

The Great Mouse Detective (Sticker Fun) [Paint Scans only]
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=84008

© Disney

OLIVER & COMPANY

RETELLINGS

Oliver & Company Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=466800

COMICS & GRAPHIC NOVELS

Oliver & Company Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?id=816428

COLORING & ACTIVITY

Oliver & Company
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=84647

© Disney

THE LION KING

RETELLINGS

The Lion King Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=459676

The Lion King (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=18664

I Am Simba (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=478094

The Lion King (Big Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=478092

The Lion King Read-Along Storybook and CD
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=474692

The Lion King (Step Into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=478779

World of Reading Villains 3-in-1 Listen-Along Reader
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=458280

Animated Classics: Disney's The Lion King
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=482588

The Lion King: Roar of the Pride Lands
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=474582

EXTENSION STORIES

A Prince's Day
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=498782

The Great Cub-House Search
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=489622

Who's Responsible?
https://www.disneypubworld.com/global_titles_library/direct_sales_-_partworks/titleRead.asp?ID=324903

Nala's Great Adventure
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2051253

Simba's Big Secret
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2051249

A Wild Night Out
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2051252

EXTENSION STORIES

A Dark and Scar-y Night
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2051250

A Day Without Pumbaa
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2051251

Simba's Daring Rescue
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=13557

Simba's Jungle Hunt
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=12701

I Just Can't Wait to Be King
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=488330

Bug Stew (Step Into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=18669

Nala and Simba (Step Into Reading)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=484175

We Are (Not) Lost
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=451460

OLDER FORMATS

Scar (Disney Chills)
LINK TK

The Lion King (A Twisted Tale)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2061136

COMICS & GRAPHIC NOVELS

The Lion King Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?id=852614

The Lion King Movie Special
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=810592

COLORING & ACTIVITY

The Lion King Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=484229

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THE LION KING

ART POOLS

The Lion King Learning Art Pool
https://www.disneypubworld.com/global_titles_library/direct_sales_-_partworks/titleRead.asp?ID=315892

LIVE-ACTION *THE LION KING*

The Lion King (2019) Tool Kit
http://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=478521

The Lion King (2019) Cover Pool
http://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=478520

The Lion King Live Action Spot Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=479281

Hakuna Matata
http://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=475101

The Lion King Novelization
http://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=475100

The Lion King (2019) Activity Pool (Illustrated)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=475102

The Lion King (2019) Coloring Page Pool
http://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=479280

The Art and Making of The Lion King
http://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=475319

The Lion King (2019) Movie Special
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=856145

Lion King Live Action Joke Book
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=485488

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THE HUNCHBACK OF NOTRE DAME

RETELLINGS

The Hunchback of Notre Dame Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=12356

COMICS & GRAPHIC NOVELS

The Hunchback of Notre Dame Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?ID=816439

COLORING & ACTIVITY

The Hunchback of Notre Dame Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=21915

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HERCULES

RETELLINGS

Hercules Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2031318

Hercules (Little Golden Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2045084

Hercules Read-Along Storybook and CD
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2040971

EXTENSION STORIES

Hades: The New Nemesis
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2030259

Hercules and the Maze of the Minotaur
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=12739

OLDER FORMATS

Liar, Liar, Head on Fire (Disney Chills)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2019094

Go the Distance (A Twisted Tale)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=522172

Villains #10
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2060816

COMICS & GRAPHIC NOVELS

Hercules Graphic Novel
https://www.disneypubworld.com/global_titles_library/comics_-_magazines/issueRead.asp?id=816421

COLORING & ACTIVITY

Hercules Coloring Page Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=21901

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THE EMPEROR'S NEW GROOVE

RETELLINGS

The Emperor's New Groove Classic Storybook Art Pool
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=521863

The Emperor's New Groove (Look Look Book)
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=10665

The Emperor's New Groove
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=10968

EXTENSION STORIES

Yzma: Secret Potion Commotion
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2030260

OLDER FORMATS

The Emperor's New Groove Junior Novel
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=10970

The Emperor's New Groove Joke Book
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=10969

Happily Never After: Yzma
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=521288

COMICS & GRAPHIC NOVELS

The Emperor's New Groove Graphic Novel
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=11175

COLORING & ACTIVITY

Double Trouble
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=10662

Hang Together
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=10668

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OTHER TOOL KITS

Disney Princess Tool Kit 2022-2023
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2039667

Disney Villains Tool Kit
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=505660

Disney Bunnies Tool Kit
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=522531

Stitch Tool Kit
https://www.disneypubworld.com/global_titles_library/retail_books/titleRead.asp?ID=2034967

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